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RECREATION:
OR A
GUIDE

To the

Most Ingenious Exercises

OF

Hunting,	Tennis,
Riding,	Bowling,
Racing,	Ringing,
Fireworks,	Singing,
Military Discipline	Cock-Fighting,
The Science of	Fowling.
Defence.	And
Hawking,	Angling.

By R. H.

LONDON: Printed for A. Bettesworth, at the
Red-Lyon in Paper-noster-row; And, A. Wilde,
in Aldersgate-street, 1735.



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THE PREFACE TO THE READER.

READER,



N this small Book you will find such Variety of Recreations, that nothing of the Nature ever appear'd so like Accomplish'd in any one Volume, of what Large-
ness soever: For, besides my own Experience in
these acceptable and delightful Particulars,
reduced under proper Heads, easy to be under-
stood, and put in Practice, I have taken the
Opinions of those whose Ingenuity hath led
them to these Exercises, in Particular or
General; and are approved for the Perform-
ance of them in the exactest manner, whose ju-
dicious Approbations the more embolden'd me
to a Publication of them: In which you will
not only find Pleasure, and keep up a Healthful
Constitution in moderately pursuing them, but
in most or all of them, find considerable Profit
and Advantage, when you can spare leisure
Hours

To the READER.

Hours from your Devotions, or to unbend your Cares after the tiresome Drudgery of weighty Temporal Matters; Not that I think it is proper so eagerly to pursue them, as if you made them rather a Business than a Recreation, for though in themselves they are harmless, yet a continual or insatiate Prosecution of any Thing, not only lessens the Pleasure, but may render it hurtful, if not to your self, yet in giving Offence to others, who will be apt to reflect upon such as seem to doat upon them, and wholly neglect their other Affairs.

We find the Taste of Honey is delicious and desirable, yet Nature over-burthen'd with too great a Quantity, jarreits, and begets a loathing of it. Wherefore, to conclude, I commend them as they are, viz. Suitable Recreations for the Gentry of England, and others, wherein to please and delight themselves. And so, not doubting this Work will be accepted, as it which was well meant to serve my Country Men, take leave to subscribe my self, Kind Reader,

Your most humble,

And Obliged Servant,

R. H.



OF

HUNTING.

HUNTING, being a Recreation that challenges the sublime EPITHEHS of Royal, Artificial, Manly, and War-like, for its Stateliness, Cunning, and Indurance, claims above all other Sports the Precedency; and therefore I was induced to place it at the Head to usher in the rest.

But to come to the Purpose: The young Hunter, as yet raw in the true Knowledge of this Royal Sport, with what is merely necessary and useful, without amusing him with superfluous Observation for his Instruction, I shall therefore observe throughout this Treatise this Method; 1 The several Chases or Games as they fall under the first Denomination, Hunting; 2 The genuine or infallible Rules, whereby we are to direct our selves for the obtaining the true Pleasure in prosecuting the same, and the desired Effects of it.

Know then; the Beasts, of Venery or Forests, are viz. The *Hart*, *Hind*, *Hare*.

As likewise the Wild Beasts, or Beasts of Chace, are, viz., the *Buck*, *Doe*, *Fox*, *Marten*, *Raz*.

The Beasts of Warren, are, viz. *Hares*, *Conrys*, *Roes*.

Note. The *Hart* and *Hind* before spoken of, though they are of one Kind, yet because their Seasons are several are esteem'd distinct Beasts; and in the *Hart*,

Of HUNTING.

is included the *Stag*, and all red *Deer* of Antler.

And because I reckon it the most necessary Part of the Hunter to understand the Names, Degrees, Ages and Seasons of the aforesaid different Beasts of Forest or Venery, Chase or Warren, I therefore present him with these following.

Beasts of Forests, &c.

The *Hart* the first Year is called a *Hind Calf*. 2. a *Knobber*. 3. a *Brock*. 4. a *Staggard* 5. a *Stag*. 6. *viz.*, a *Hart*.

The *Hind* the first Year a *Calf*. 2. a *Hearse*. 3. a *Hind*.

The *Hire* the first Year a *Loveret*. 2. a *Hare*. 3. a *great Hare*.

Beasts of Chase.

The *Buck* the first Year is called a *Fawn*. 2. a *Pricket*. 3. a *Sorrel*. 4. a *Sore*. 5. a *Buck* of the first Head. 6. a *great Buck*.

The *Doe* the first Year a *Fawn*. 2. a *Teg*. 3. a *Doe*.

The *Fox* the first Year a *Cub*. 2. a *Fox*.

The *Marten* the first Year a *Cub*. 2. a *Marten*.

The *Roe* the first Year a *Kid*. 2. a *Gyrl*. 3. a *Hemus*.

The *Roe-Buck* of the first Head. 5. a *fair Roe-Buck*.

As for the Beasts of Warren, the *Hare* being spoken of before, little or nothing is to be said.

The *Coney* is first a *Rabbit*, and then an *old Coney*.

Thus much for their Names, Degrees, and Ages: Now let us next observe their proper Seasons for Hunting.

The *Hart* or *Buck* beginneth Fifteen Days after Midsummer Day, and lasteth 'till *Holy-Rood-Day*.

The *Fox* from *Christmas* and lasteth till the *Anunciation* of the *Blessed Virgin-Mary*.

The *Hind* or *Roe*, from *Holy-Rood-Day* 'till *Christmas*.

The *Roe-Buck* from *Easter* 'till *Michaelmas*.

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The *Roe* from Michaelmas till Candlemas.

The *Hare* from Michaelmas, to the End of February. Thus much I thought fit to speak briefly of the proper Names, Degrees, Ages, and Seasons of the several Chases which we hunt: But having almost forgot some, I shall insert here, as intending to speak somewhat of them, and they are the *Badger*, *Otter* and the *Wild-goat*:

As for the Terms of Art appropriated to Hunting. And now I bring you to the second Thing I proposed, viz., the Rules and Measures we are to learn and observe in the fore-mentioned Sports or Chases, and in this we must begin with the Pursuers or Conquerors of those Chases; namely,

Of Hounds.

There are several kinds of Hounds, endued with Qualities suitable to the Country where they are bred, and therefore consult his Country, and you will soon understand his Nature and Use: As for Instance, *Western Countries of England*, and *Wood-land, mountainous Countries*, as also *Cheshire* and *Lancashire* breed the *Slow-Hound*; a large great Dog, tall and heavy. *Worstershire*, *Bedfordsire*, and many other well mixt Soils, where the *Champaign*, and *Covert* are equally large produce the middle-sized Dog, of a more nimble Composure than the pre-mentioned, and fitter for Chase. *Yorkshire*, *Cumberland*, *Northumberland*, and all the North Parts, breed the light, nimble, swift, slender Dog. And our open Champaigns train up excellent Grey-hounds, highly admired for *Swiftness, Strength, and Sagacity*. And lastly, the little *Beagle*, bred in all Countries, is of exceeding *Cunning, and curious Scent Hunting*.

For the Choice of Hounds we are to rely much on their Colours, and accordingly make our Electi.

on

Of HUNTING.

On. The best and most beautiful of all for a general Kennel, is the White Hound, with black Ears, and a black Spot at the setting on of the Tail, and is ever found to be both of good Scent, and of good Condition, and will Hunt any Chase, but especially the Hare, Stag, Buck Roe, or Otter, not sticking at Woods or Waters. The next is the Black, the black tann'd, or all Liver biew'd, or the Milk-white Hound, which is the true Talbot, is best for the String or Line; as delighting in Blood; the largest is the comeliest and best. The Grizled, usually shag-hair'd, are the best Verminers, and so fittest for the Fox, Badger, or other hot Scents; a Couple of which let not your Kennel be without, as being exceeding good cunning Finders.

For the Shape of your Hound, you must consult the Cliniate of his Breed, and the natural Composition of his Body; but by these following Characters of some you may know a good Hound. If you like a large, swift and heavy, true Talbot-like Hound see

His Head be round and thick. Nose short and up-rising. nostrils wide and large, Ears large and down-hanging. Upper-lip flews lower than his Nether. Observe Chap Back strong and rising. Fillets thick and greatest Thighs and Huckle-bones round. Hams strait. Tail'd, and long and rush grown. The Hair of his Belly hard and un-stiff. Legs big and lean. Foot like a Fox's, well-clawed and round. Sole dry and hard. All these shew an able Hound.

If you would chuse a swift, light Hound the which w
Yorkshire one in the generality will please you, for the n
(as these have) he ought to have a slender Head, dogs.
larger Nose, shallower Ears and Flews, broad Back, If (a
gaunt Belly, small Tail, long Joints, round Foot having th
and in fine, of a Grey-hound-like make.

Thus much to direct the Choice of Hounds; something ought to be spoken of the Composition of Kennels, wherein I must appeal to the affections of the K

the Gentleman, the Lover of this Sport, and let him tell me the Reasons that induced him to take Pleasure in Hounds, whether it be he fancies Cunning in Hunting? Or Sweetness, Loudness, or Deepness of Cry? Or for the Training of Horses? Or for the Exercise of his Body only.

If for Cunning Hunting; breed your Dogs from the slowest and largest of the afore-mention'd Northern Hounds, and the liveliest and slenderest of the West-Country, of both Kinds, approved to be not given to lie off, or look for Adyantages; but staunch adger, fair, even running, and of perfect fine Scent. These will make a Horse gallop fast, and not run; being running middle siz'd, not too swift as to out run, or too slow as to loose his Scent; are the best for the true Art consult and Use of Hunting.

If for Sweetness of Cry; compound your Kennel of some large Dogs, of deep solemn Mouths, and large swift in spending, as the Base in the Consort; then wise so many roaring, loud, ringing Mouths, as the Counter Tenor: And lastly, some hollow plain, sweet and down Mouths, as the Mean: So shall your Cry be perfect. Neither Observe that this Composition be of the twisest and greatest deep Mouth'd Dog, the slowest and middle Taz'd, and the shortest Leg'd slender Dog. For these and an even together.

If for Loudness of Mouth, thus in the Loud slanging (redoubling as it were) Mouth, and to this put the roaring, spending and ringing Mouth, and the which will be loud, smart, and pleasant: Such are ou, for the most part your Shropshire and Worcester Head Dogs.

If (lastly) for Deepness of Cry, the largest Dogs having the greatest Mouths, and deepest Flows, are the best; such are your West-Country, Cheshire and Lancashire Dogs.

Thus far for the Composing a Kennel; I come now the Kennel it self, of which I need say little, as

indeed

indeed unnecessary, leaving that to the Discretion of the Huntsman : only I would have him observe, that it be built some pretty Way distant from the Dwelling-House, in a warm dry Place, free from Vermin, and near some Pond or River of fresh Water ; and so placed, that the Morning Sun may shine upon it. Be sure to keep it clean, and let them now want fresh Straw every Day. Feed them early in the Morning at Sun-Rising, and at Sun-set in the Evening. As for the Meat, I leave to the ingenious Huntsman to get when they come from Hunting ; after you have fed them well, let them to their Kennel, and wash their Feet with Beer and Butter, or some such thing, and pick and scratch their Cleys, for Thorns, Stubs, or the like : If it is in Winter, let a Fire be made, and let them beak and stretch themselves for an Hour or so at the Fire, and suffer them to lick, pick, and trim themselves ; hereby to prevent the Diseases incident to them, upon sudden Cooling, as the Mange Itch, Fevers, &c.

But before I treat of the keeping your Hounds in Health by curing their Diseases, I must speak Word or two of the Way to Breed good Whelps, viz. Having a Hound and a Bratch of that general Goodness in Size, Voice, Speed, Scent, and Proportion you like, put them together to ingender in January, February, or March, as the properest Months for Hounds, Bitches, and Bratches to be Limed in ; because of not losing time to enter them. When you put them together observe, as near as you can, if the Moon be in *Aquarius* or *Gemini* ; because the Whelp will then never run mad, and the Litter will be double as many Dogs as Bitch-Whelps. When your Bitch near Whelping, separate her from the other Hounds, and make her a Kennel-particular by her self, and set her Kennel'd every Night, that she might be acquainted and delighted with it, and so not seek out unwholesome Places ; for if you remove the Whelp

tion of wher they are Whelp'd, the Bitch will carry them up
bserve, and down 'till she come to their first Place of Lit-
om the tering ; and that's very dangerous. Suffer not your
e from Whelps to suck above Two Months, and then Wean
th W.

When your Whelps are brought up, enter them not
in Hunting 'till they at least a Year and half old :
That is, if Whelp'd in *March*, enter them *September*
come Twelve Month ; if in *April*, in *October* come
Twelve Months after, &c.

When you would enter them, bring them abroad
with the most Staunch and best Hunting Hounds :
(all babling and flying Curs being left at home) and
a *Hare* being the best entering Chace, get a *Hare*
ready before, and putting her from her Form, view
which way she takes, and then lay on your Hounds,
giving them all the Advantage may be ; and if she is
caught, do not suffer them to break her, but immedi-
ately taking her, strip off her Skin, and cutting her to
Pieces, give every part to your young Whelps ; and
that will beget them a Delight in Hunting.

Diseases incident to Dogs, and their Cures.

For Sick Dogs. Take Sheeps-heads, Wool and all
hack and bruise them into Pieces, make Pottage of it
with Oatmeal and Penny-Royal, and give it warm.

Lice and Flees. Boil four or five handfuls of Rue,
or Herb of Grace, in a Gallon of running Water, 'till
a Pottle be consumed, strain it, and put two Ounces
of Staves acre powdered, and bathe them with it
warm.

Itch. Take Oil of Flower-de-lys, Powder of Brim-
stone, and dry'd E'ccampagne Roots, of each a like
Quantity, and Bay-Salt powdered; mix these Powders
with the Oil, and warm it, anoint, scratch, and make
it bleed, it will d'owell.

Fetter. Take Black Ink, Juice of Mint and Vine-
gar,

gar of each alike, mix them altogether with Powder of Brimstone to a Salve, and anoint it.

Worms. Give your Hound Brimstone and new Milk, it will kill them.

Gauelling. May-Butter, Yellow Wax, and unslack'd Lime, made to a Salve, and anoint therewith, is a present Remedy.

Mange. Take two Handfuls of Wild-Cresses, a honest Elecampane, of the Leaves, and Roots of Roerb and Ground Sorrel, the like Quantity, and two Pounds of the Roots of Frodels, boil them all well in Ley and Vinegar, strain it, and put therein two Pounds of Grey Soap, and after 'tis melted, rub your Hound with it four or five Days together.

For an Ear Disease. Mix Verjuice and Chervile Water together and drop into his Ears a Spoonful or two Mornings and Evenings,

Sore Eyes. Chew a Leaf or two of Ground-Ivy, and spit the Juice into his Eyes.

Surbating. Wash his Feet with Beer and Butter, and bind young red Nettles, beaten to a Salve, to his Soals.

Biting by Snake, Adder, &c. Beat the Herb Caliminth with Turpentine and yellow Wax to a Salve, and apply it. To expel the inward Poison, give the said Herb in Milk.

Biting by a Mad Dog. Wash the Place with Sea-Water, or strong Brine, will cure him. The quantity of a Haz'e-Nut of Mithridate, dissolved in sweet Wine, will prevent inward Infection.

Madness. Lastly, If your Hound be Mad, which you will soon find by his separating himself from the rest, throwing his Head into the Wind, foaming and slavering at the Mouth, snatching at every Thing he meets, red fiery Eyes, stinking filthy Breath ; then to knock him on the Head is a present Remedy, and you'll prevent infinite Danger.

Powder, And now I proceed to give some brief Instruction
or Hunting the several Chases, viz. The Time when,
and where, and the Manner how.

Of Hart, or Stag-Hunting.

To understand the Age of this our Game, it is
known by several Marks, amongst which this is the
most Authentick: That if you take his View in the
Ground, and perceive he has a large Foot, a thick
Heel, a deep Print, open Cleft, and long Space, then
you are assured he is old, as the contrary concludes him
young.

To find him, examine the following Annual, or
Monthly.

November, in Heaths among Furs, and Shrubs.

December, in Forests, among thick and strong Whins
and Woods.

January, in Corners of the Forests, Corn-Fields,
Wheat, Rye, &c.

February and March, amongst young and thick
Bushes.

April and May, in Coppices and Springs.

June and July, in Out-Wood, and Purlieus, near
all the Corn Field.

September and October, after the first Showers of
Rain, they leave their Thickets, and go to Rut, during
which Time there is no certain place to find
them in.

When you have found him in any of these Places,
be careful to go up the Wind; and the best time to
find him is before Sun-rising, when he goes to feed;
then watch him to his Lair, and having lodged him,
go and prepare; if he is not forced he will not budg[e]t
till Evening. Approaching his Lodging, cast off your
Binders, who having Hunted him a Ring or two,
left in the rest; and being in full Cry and main
Chase, comfort and cheer them with Horn and
Voice. Be sure to take Notice of him by some Mark,

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and if your Dogs make Default, rate them off, and bring them to the Default back, and make them call about 'till they have undertaken the first Deer ; then cheer them to the utmost and so continue 'till they have set up or slain him. It is the Nature of a Stag, that to seek for one of his kind when he is imbold or weary and beating him up, lie down in his Place ; therefore have a watchful Eye unto Change. As likewise by taking Soil (i. e. Water) he will swim a River just in the Middle, down the Stream, covering himself all over but his Nose, keeping the Middle, least by touching any Boughs he leave a Scent for the Hounds, and by his Crossings and Doublings, he will endeavour to baffle his Purasers. In these Cases, have regard to your old Hounds, as I said before. When he is imbold or weary may be known thus : By his creeping into holes and often lying down ; or by his running stiff, high, and lumbering, slavering and foaming at the Mouth, shining and blackness of hair, and much Sweat ; and thus much for Stag or Hart Hunting. As for the Buck I shall not speak any thing ; for he that can hunt a Stag well, cannot fail hunting a Buck to what is spoken of the Hart or Stag. well. As likewise for the Roe Hunting, I refer you

Of Hare Hunting.

As for the Time the most proper to begin this Game, note, That about the Middle of September is best and to end towards the latter end of February, when increase and destroy not the young early Brood of Leverets : And this Season is most agreeable likewise to the Nature of Hounds, moist and cool. Now for the Place where to find her, you must examine and observe the Seasons of the Year ; for in Summer or Spring time you shall find them in Corn-Fields and open Places, not sitting in Bushes for fear of Snakes, Adders, &c. In Winter they love Tuffs of Thorns and Brambles, near Houses : In these Places

you d best

you must regard the Oldness or Newness of her Form or Seat, to prevent Labour in Vain: If it be plain and smooth within, and the Pad before it ill they at and worn, and the Prickles so new and perceptible, that the Earth seems Black and fresh broken weary then assure your self the Form is New, and from whence you may hunt, and recover the *Hare*; if the contrary, it is old, and if your Hounds call upon it just in self all pot, step in where you saw her pass, and hollow your Hounds 'till they have undertaken it, then go with full cry. Above all, be sure to observe her first Doubling, which must be your Direction for all Day; for all her other after Doublings will be that. When is she thus reduced to the Slight Shifts she makes by Doubling Windings, gives your Dog time and Place enough to cast about yourings, for unwinding the same; and observe her Leaps and Skips before she squats, and beat curiously all like-Places of Harbour: She is soon your Prey now.

Of Coney-Catching.

Their Seasons are always, and the Way of taking them thus: Set Purse-nets on their holes, and put a *Ferret* close muzzled, and she will boulte them into the Nets: Or blow on a sudden the Drone a Big-pipe into the Burrows, and they will boulte: Or for want of either of these two, take Powder of *Orpiment* and *Brimstone*, and boulte them with the Smother: But pray use this last seldom less you would destroy your Warren. But for Sport, Hays are to be preferred above all.

Of Fox Hunting

January, February, and March, are the best Seasons Hunting the Fox above Ground, the Scent being strong, and the coldest Weathers for the Hounds best finding his Earthing. Cast off your furest Finders

Finders first, and as the Drag mends, more ; but not too many at once, because of the Variety of Chase in Woods and Coverts. The Night before the Day of Hunting, when the Fox goes to prey at Midnight, find his Earths, and stop them with Black Thorn and Earth. To find him, draw your Hounds about Groves, Thickets, and Bushes, near Villages ; Pigs and Poultry inviting him to such Places to lurk in. They make their Earths in hard Clay, stony Ground, and amongst Roots of Trees ; and have but one hole, strait and long. He is usually taken with Hounds, Grey-hounds, Terriers, Nets, and Gins.

Of the Otter.

This Creature useth to lie near Rivers in Lodging, which he cunningly and artificially builds with Boughs, Twigs and Sticks. A great Devourer of Fish. It is a very Sagacious and exquisite Smelling Creature, and much Cunning and Craft required to hunt him. But to take him observe this in short. Being provided with *Otter Spears*, to wade his Vents, and good *Otter Hounds*, beat both Sides of the River Banks, and you'll soon find if there is an *Otter*. If you find him, and perceive where he swims under Water, get to stand before him when he Vents (i.e. takes Breath) and endeavour to strike him with the Spear : If you miss him, follow him with your Hounds, and if they are good for *Otter*, they will certainly beat every Tree Root, Bulrush-Bed, and *Otter Bed*, so that he cannot escape you.

Thus much for HUNTING.

Of RIDING.

HERE we must first examine the Ends and *Good Correspondence* of our proposing this Art to our selves.

OF RIDING.

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On the next Day, as before; and after that, put
on a strong Musrole or sharp Cavezan and Mar-
gale, which is the best Guide to a Horse for set-
ting his Head in due Place, forming the Rein, and
speareing graceful and comely; it corrects the yorking
of his Head or Nose, and prevents his running away
with his Rider. Observe therefore to place it
right, that it be not buckled strait, but loose, and
low, that it rest on the tender Gristle of his
Nose, to make him the more sensible of his Fault
and Correction; and so as you see you win his Head
our selves straiter by Degrees: let him but gently

feel it, till his Head be brought to its true Perfection.

Having observed this well, lead him forth into some soft or new plow'd Land, trot him about in your Hand a good while: Then offer to Mount; if he refuses to suffer you, trot him again, then putting your Foot again into the Stirrup, mount half way if he takes it impatient, correct him and about again if not cherish him, and place yourself a Momen in the Saddle, dismount, cherish, and feed him with Gras or Bread: All Things being well, remount even in the Sadle, keeping your Rod from his Eye then let one lead him by the Chaff Halter, and even and a non make him stand, and cherish him, 'till he will of his own accord go forward; then come home alight gently, dress and feed him well. This Course in few Days will bring him to Trot by following some other Horse-Men, stop him now and then gently, and forward; not forgetting seasonable Cherishings and Corrections, by Voice, Bridle, Rod, Spur.

Being thus brought to some Certainty of Rein, and Trotting forth-right then to the treading forth of the Verge Rings. And here first examine your Horse Nature before you chuse your Ground; for if his Nature be dull and slothful, yet strong, then New plow'd Fields is best; if active, quick, and fiery, the Sandy Ground is to be preferr'd in the most proper of which make out a large Ring of 100 Paces Circumference. Walk about it on the Right seven or eight Times; then by a little straitening your right Rein, and laying your left Leg Calf to his Side Take a half Cricie within the Ring upon your right down to its Center; then by straitening little your left Rein, and laying your right Leg Calf on his Side, make a half Circle to your left Hand from the Center to the utmost Verge, and then you see contrary turned, make a Roman S. Now to your first large Compass, walk him about on your

st Hand, as oft as before on the Right, and change your Right within your Ring: then trot him first the Right hand, then on the Left, as long as you judge fit, and as often Mornings and Evenings as the Nature of your Horse shall require. In the same manner you may make him to Gallop the same Rings, tho' you must not enter it all at once, but by Degrees, first Quarter, then a Half-quarter; and the Brightness and Cheerfulness of your Body, not the Spur, must induce him to it.

The next Lesson is to Step Fair, Comely, and without Danger. First, see that the Ground be hard and even, then having cherish'd your Horse, bring him to a full Trot, about Fifty Paces; and then straitly suddenly draw in your Bridle-hand; then ease a little your Hand to make him give backward, and in doing give him Liberty, and cherish him; then draw your Bridle hand, make him to retire and go back; if he strike, ease your Hand; if he refuse let some stander put him back, that he may learn your intention, and thus he may learn these Two Lessons once.

To advance before when he stoppeth is thus taught: when you stop your Horse, without easing your Hand, lay close and hard to his Sides both Calves of your Legs, and Taking your Rod, cry, Up, Up, which he will understand by frequent Repetition and Practice: This is a graceful and comely Motion, makes a Horse agile and nimble, and ready to turn; therefore be careful in it, that he take up his Legs together, and bending too his Body, not too much for fear of his coming over; not sprawling or winging, or for his own Pleasure; in these Faults correct him with Spur and Rod.

To Yerk out behind is the next Lesson; thus learnt, presently upon your making him stop give him a good Neck Jerk near his Flank which will make him soon understand you, When he does it cherish him, and see

see he does it comely; for to yerk out his hinder Leg the left till his fore Legs be above Ground is not graceful; the right one Leg out while the other is on the Ground; in then an Case a single Spur on the faulty Side is best. But this for help him in Yerking staying his Mouth on the Bridle Crois or striking your Rod under his Belly, or touching his Parts a on the Rump without.

To Turn readily on both Hands thus: Bring his left Hand large Reins narrower; and therein gently walk him the ring till acquainted. Then carry your Bridle-hand steadier, and strait, the outmost rather straiter than the inner. For the Rein, to look from rather than to the Ring; trot him length thus about first ou the one side and then on the other, variing successively as aforesaid. After some time stop, and make him advance twice or more, and retire in a close even Line; then stop and cherish him. To it again. For then after the same manner, making him lap his outmost Leg about a Foot over his inner. And thus the Turn. Trot him a Terra, Incavalere and Chamblette are all taught him together. Perfect your Horse in the large Ring, and then strait Ring is easily learnt.

Your Horse being thus far brought to Perfection who does it, the Musrole and Trench, now let a gentle Cavell per take their Place; with a smooth Cannon-Bit in his Mouth and a plain watering Chain, Cheek large and the Kirb thick round and big; loosely hanging the Gro on his nether Lip, and thus mount him, and per strength, your Horse with the Bit in all the aforesaid Lessons. Out of you did with the Snaffle; which indeed is the easie one, rid to be done of the Two.

To Teach your Horse to go aside, as a necessary Motion for shunning a Blow from an Enemy; thus: Draw up your Bridle-hand somewhat straiter, and if you would have him go on the Right, your left Rein close to his Neck and your Calf likewise close to his Side (as in the Incavalere before) making him lap his left Leg over his right, then turning your Rod backward, jerking him in equa

der Let the left hinder Thigh gently, make him to bring to
ceful; in the Right Side his hinder Parts, and stand as at first
; in then an even direct Line; Then make him remove
But his fore Parts more, that he may stand as it were
the Bridle Cross over the even Line, and then bring his hinder
hing his Parts after, and stand in an even Line again. And
thus you must do, if you wou'd have him go on the
ing his right. Use it, and you may be sure of Perse-
d steadation.

For the Correere, only take this: Let it not extend
trot him Length above six Score Yards, give your Horse
the other warning before you start him by the Bridle-Hand,
Stop, and running full Speed, stop him suddenly, firm and
ire in close on his Buttock

For the Horse of Pleasure; these following Lessons
are to be learnt. As first, to bound aloft; to do which
Trot him some Sixteen Yards, then stop, and make
him twice advance; then streighten your Bridle-Hand
and then clap briskly both your Spurs even together to him
and he will rise tho' it may at first amaze him; if he
does it, cherish him, and repeat it often every Day,
Cavez.

Next to Corvet and Capriole are Motions of the
same Nature, and, in short, are thus taught. Hollow
the Ground between two joining Walls a Horse
length, by the side of which, put a strong smooth
Lessons Post of the same length from the Wall, and fasten
the Wall an Iron Ring over-against the Post. Thus
one, ride into the hollow Place, and fasten one of
the Cavezan Reins to the Post and the other to the
Ring; then cherish him, and by the help of the
Calves of your Legs, make him advance two or three
times; then pause and cherish him; make him ad-
vance again a dozen times more, and then rest; dou-
ble your Advancings, and repeat them till it becomes
abitual to him to keep his Ground certain, advance
an equal height before and behind, and observe a
due

due Time with the Motions of your Legs. The equality of his advancing his hinder Legs, is helped a jerk on the Fillets by some Body behind him with a Rod.



Of RACING.

A RACER must have the Finest, Cleanest Skin possible, and above all, Nimble, Quick, Fiery, apt to Fly with the least Motion: nor is a l Bodied contemptible, it assuring Speed, tho' it signifies Weakness too. The Arabian Barbary, or Baffard, are esteemed the best for this Use, these calling Jennets, tho' they are good too.

Having furnished your self with a Horse qualified, you are to observe his Right and disordering, before your designed Racing. Bartholemew's tide is the most proper time to take him from Grass, the Day before being dry, fair, and pleasant: The Night let him stand conveniently to empty his Bowels, the next Day stable him, and feed him with Wheats straw that Day, and no longer; lest you exceed that time, it straiten his Guts, heat his Liver, hurt his Blood; for want of Straw, Riding him Morning and Evening to water, Airing or other moderate Exercises will serve. Then feed him with good old sweet Hay, and according to the Season and Temperatura of his Body, cloath him; for a smooth Coat shews Cloth enough, and a rough Coat want of it. Observe likewise where you Water your Race-horse, that it may be a running Water, a clear Spring far distant (a Mile or more) from your Stable, adjoining to some Level; where, after

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has once well drank, Gallop him, and so Water and
Scope him, 'till that he refuse to drink more for that
time; then walk him gently home (being an Hour
on your way or more) cloath and stop him round
with soft Whisps, and let him stand an Hour upon his
Bridle, and after feed him with sweet sound Oats,
throughly dry'd, either with Age, Kiln, or Sun; if
he be low of Flesh, or bad Stomach, add a third part
of clean old Beans, or two parts of Oats, or Wash
his Oats in strong Beer or Ale.

For Dressing, take these Rules. Dress your Horse
twice a Day before you Water him, both Morning
and Evening thus; Curry him after he is uncloath'd
from his Ear-tips to his Tail, and his whole Body in-
tirely (save his Legs under the Knees and Cambrels)
with an Iron Comb; then dust him, and rub him
with a Brush of Bristles over again; dust him again
and wetting your Hand in clean Water, rub off all
the loose Hairs, and so rub him dry as at first; then
with a fine Hair Cloth rub him all over; and lastly,
with a fine Linen Cloth, and then pick his Eyes,
Nostrils, Sheath, Cods, Tuel and Feet clean.

The best Foot for your Racer, is good, sweet, well
dry'd, funned and beaten Oats: Or else Bread made
of one part Beans, and two parts Wheat, i.e. two
Bushels of Wheat to one of Beans, Ground to-
gether: Boult through a fine Range half a Bushel of
fine Meal, and bake that into two or three Loaves by
it self, and with Water, and good store of Barm,
head up, and bake the rest in great Loaves, having
lifted it through a Meal-five: (But to your finer,
you would do well to put the Whites of Twenty or
thirty Eggs, and with the Barm a little Ale, 'tis no
matter how little Water): With the Coarser, feed
him on his Resting Days, on his Labouring Days with
the Finer.

The best time for feeding your Runner on his
Resting Days, is, after his Watering in the Morning,

at One o'Clock in the Afternoon, after his watering in the Evening, and at 9 or 10 o'Clock at Night: On his Days Labour, two Hours after he is thoroughly Cold outwardly and inwardly, as before.

As for the Proportion of Meat, I shall not confine your Love to a Quantity, only give him a little at once, as long as his Appetite is Good. When he begins to fumble and play with his Meat, hold your hand, and shut up your Sack.

As for his Exercise, it ought to be thrice a Week, as his bodily Condition requires; if he be foul, moderate Exercise will break his Grease; if clean then as you judge best, taking heed of breaking his Mettle, or discouraging him, or laming his Limbs. Before you Air him, to add to his Wind, it is requisite to give him a raw Egg, broken in his Mouth: If your Horse be very Fat, air him before Sun-rising and after Sun-set; if Lean, deprive him not of the least Strength and comfort of the Sun you can devise. To make him Sweat sometimes by Coursing him in his Cloaths is necessary, if moderate; but without his Cloaths, let it be sharp and swift. See that he be empty before you course him; and it is wholesome to wash his Tongue and Nostrils with Vinegar, or Piss in his Mouth, before you back him. And after his Exercise, cool him before you come home; House, Litter, and rub him well and dry then cloath him, and give him after every Course Scouring, thus prepared.

For Scouring a Race-Horse.

Take 20 Raifins of the Sun stoned, 10 Figs slit in the midst, boil them till they be thick in a Pottle of fair Water, mix it with Powder of Annis-seeds, Lycrice and Sugar-candy, till it come to a stiff Paste, make them into round Balls, roul them in Butter, and give him three or four of them the next Morning after his Course, and ride him an Hour after, and then

ing in : On him up warm. Or this may be preferred, being roughly with a Purge and a Restorative, a Cleanser and a Comforter, thus prepared.

Take three Ounces of *Anniseeds*, six Drams of *Min-seeds*, one Dram and half of *Carthamus*, one Ounce and two Drams of *Fenugreek-seed*, one Ounce half of *Brimstone*; beat all these to a fine Powder, and searce them; then take a Pint and two Ounces of *Sallet-Oyl*, a Pint and half of *Honey*, and a Pottle of *White-wine*; then with a sufficient Quantity of fine white *Meal*, knead and work all well into stiff Paste; keep it in a clean Cloth for use. When occasion requires, dissolve a Ball of it in a Pail of Water, and after Exercise, give it him to drink in the dark, that he may not see the Colour, and refuse it. If he does refuse it, let fasting force him to be of other Mind.

To conclude these Instructions, I will give you 'em short before you run, and then away as fast as you

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course not your Horse hard four or five Days before you Match, lest you make his Limbs sore, and abate his Speed.

Muzzle him not (except a foul Feeder) above two or three Nights before the Race, and the Night before bloody Courses.

Give him sharp as well as gentle Courses on the

course he is to run.

Boothe him a Day before you run him.

Let him be empty on the Match Day.

Saddle him in the Stable, and fix to him the Girths Pannet with Shoe-makers Wax.

Lead him with all gentleness to his Course, and let him smell other Horses Dung to provoke him to

, &c.

And lastly, being come to the start Place, rub him well, uncloath him; and then take his Back, and Word given, with all Gentleness and Quietness able, start away; and God speed you well.



School of Recreation. How to make Artificial Fire-Works of all Sorts for Pleasure, &c.

Of Artificial Fire-Works for Recreation, there are three general Sorts, viz. Those that ascend or mount in the Air: Those that consume the Earth: And such as burn on the Water. And these are again divided into three Particulars, viz. For the Air the Sky-Rocket, the Flying Saucisse and Balloon: For the Earth the Ground-Rocket, the fiery Lances, and the Saucissons Descendent. For Water Globes or Batts, double Rockets, and single Rockets; and of these in their particular Orders to make them, and such other Matters, as may occur relating to Fire-Works.

But before I enter particularly on them, it will be amiss to give the Unlearned Instructions for making his Moulds for Rockets, &c.

This Mould must be of a substantial piece of Wood, well-season'd, and not subject to split or warp; at first the Caliber or Bore of it, being an Inch in Diameter; the Mould must be six Inches long, and Breed an Inch and half; the Broach that enters into the Choaking part, three Inches and a half long, and Thickness a quarter of an Inch. The Rowler which you wrap the Paper or Paste-board, be three quarters of an Inch Diameter, and the Ram somewhat less, that it may easily pass and re-punch and made hollow to receive the Broach; for the Carton Coffin must be filled with the Materials, the Broach being in.

If the Bore be two Inches Diameter, the Rocket must be twelve Inches in length: If an Inch and

elf in Bore, then nine Inches long, and so proportionately to any other Diameter. The Cartouche or Case, must be either strong Paper or fine Paste-board, choak'd within an Inch and quarter of the top, rowled on the Rowler with a thin Paste to keep the Doublings nigher together, that it may have the greater force and higher Flight. Having thus far considered your Mould and Cartouche or Case, I proceed to the Composition and filling part, &c.

A Sky-Rocket, how to make it, &c.

In the Composition, of your filling Materials be very cautious that you exceed not the just Proportion, for which I shall give Directions to be a Standard for this Case, viz. Having beat a Pound of Powder very fine, and sifted it through a Lawn Sieve, that no whole Corns remain in it; do the like by two Ounces of Charcole; then sift them together, so that they may mix well, which done, fill a small Rocket with this Mixture, and if it break in mounting, before it come to the supposed height, or burns out too fierce, then is there too much Powder, and more fine sifted Charcole must be added; but if there be too much Charcole in the Composition, then upon trial it will not ascend, or very little.

Observe in charging your Rocket, at every quarter of an Ounce of Ingredients, or thereabouts, you ram down very hard, forcing your Rammer with a wooden Mallet, or some weighty piece of Wood, but no Iron or Stone, for fear any Sparkles of Fire fly out and take your Combustible Matter; so fill it by Degrees. If you design either to place Stars, Quills, or small Rockets on its Head; you may put in about an Inch and a half of dry Powder for the Bounce; but if you are to place the fore mentioned Things on the Head of a great Rocket, you must close down the Paper or Paste board very hard, and prick two or three holes with a Bodkin, that it may give Fire to them.

when it expires, placing a large Cartouche or Paper board on the Head of the Rocket, into which you must put the Stars or small Rockets, Paper-Serpents or Quill-Serpents; of which I shall speak more here after.

Note further, That if you would have your Rocket sparkle much, you must put some grossly bruised Salt-petre into the Composition; but then it must not lie long before it be let off, for fear it give, and damp the Powder.

Golden Rain, and Golden Hair.

For Golden Rain, or Streams of Fire that when at height, descend in the Air like Rain: Take large Goose-Quills, take only the hollow Quill as long as may be, fill it with beaten Powder and Charcoal; as for the Air-Rocket only add a little Powder of Sulphur. Being hard filled to a quarter of an Inch stop that with wet Powder, called Wild fire: place as many as you think convenient on the Head of a good Rocket, pasted on in a Row of Paper, so that it may not fall off 'till the Rocket bursts, there being a little dry Powder in it to force the End when the Stream of Fire ceases, at which time they taking will appear like a Shower of Fire of a golden Colour, spreading themselves in the Air, and then tending directly downwards.

Silver Stars, how to make them.

To make Stars that will expand in Flame, and appear like natural Stars in the Firmament for a time. Take half a pound of Salt-petre, the like quantity of Brimstone, finely beaten together, sifted and mingled with a quarter of a pound of Gunpowder so ordered: Then wrap up the Composition in Linen Rags or fine Paper, to the quantity of a Walnut, bind them with small Thread, and prick Holes in the Rag or Paper with a Bodkin, and place six or ten of them

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be Head of a great Rocket, as you did the Quills, and when the Rocket expires, they take Fire and spread into a Flame, hovering in the Air like Stars, and descend leisurely 'till the Matter is spent that gives them Light.

Red fiery coloured Stars, how to make them.

Take in this Case half a pound of Powder, and double the Quantity of Salt-petre; as much fine Flower of Brimstone as Powder, wet them with fair Water and Oil of Petroleum, till they will stick together like Pellets; then make them up somewhat less than the former, and rowl them in sifted dry Powder, then let them harden, by drying in the Sun, or Air, and place them on a great Rocket, as you did the other Stars, and you will perceive them when the Rocket is at the Height, fall like Bodies or Globes of Fire, in the manner as if real Stars were shooting or falling from the Sky.

Another sort of Stars that give great Reports in the Air, as if Armies were fighting.

Here you must observe to place six, seven, or eight small Rockets on the Head of a great one, filled only with dry Powder, but indifferently rammed, and on the Ends of them Holes, being prick'd through, place any of the sorts of Stars, or a Mixture, as your fancy leads you; and when the small Rockets go off like Thunder in the Air, the Stars will take Fire, so that the Noise will seem to the Spectators as if it proceeded from them, because they will be seen on Fire before the Sound of the Reports can be heard.

Fire-Boxes to make them.

Take a great Cartouche or Case made, as for the Balloon, crowd it full of small Rockets or Serpents, with the choaked part downward, prime them with Stoupe or Wild fire; fix it firm on a Pole, make a

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priming Hole in the side towrads the lower end, and run in a Quil of fine beaten Powder, and they will fly out (the upper End being left open) one by one as swift as may be; or if you scatter loose Powder, they will fly out several together, with a prodigious Noise, and breaking, imitating a deal of Thunder.

Fire-Lances, how to make them.

These are usually for running on the Water, making there a very pleasant Pastime; their Cartouch or Cases are made like the small Rocket, with thin Paste-board glued and rowled up on a wooden Rowler, about nine Inches long: If you would have it carry a long fiery Tail on the Water, the Composition must be two ounces of Charcoal, half a Pound of Brimstone, half a Pound of Powder, and half a Pound of Salt-petre, or proportionable for so many as you make, bruised finely, and sifted; but if you would have it burn bright like a Torch, put only four Ounces of Powder to the fore-named quantity of Brimstone and Salt-petre, without any Charcoal-dust, tying to each Line a Rod in the same Nature as to the Sky-Rocket; but not of that largeness; and they will float about a long Time, making a strange shew in a dark Night,

To make the Appearance of Trees and Fountains of Fire.

This is done by placing many little Rockets on the Head of a great one, by passing their slender Rods through its largest Cartouch; and if they take fire whilst the Rocket is vigorously ascending, they will spring up like Branches or fiery Trees; but if they go off just as the Rocket is spent, and descending, they will appear like a Fountain of Fire.

Girondels, or Fire-Wheels, how to make them.

Take a Wheel of light Wood, like the Circle of a Spinning-Wheel, on which the Band is placed; tie

small

small Rockets round it in the Nature of a Band, so fast, that they cannot fly off; and so Head to Tail, that the first fired, when it bursts may give Fire to the next, whose Force will carry the Wheel (which must be placed on a strong Pin in the Axletree) round so fast, that although but one Rocket go off at a time, it will seem all on fire, and so continue whilst all are gradually spent; and this especially at the Angles of great Fireworks are very Ornamental.

Ground Rockets, and the best way of making Serpents.

The Mould of the Ground-Rocket may be made in all Particulars like that of the Sky-Rocket, but less in Length and Circumference, six, seven, or eight inches being a warrantable Length; rowl on the Cartoush or Case to a moderate thickness; choak it at one end, fill it, the Broach being in as the Sky-rocket; with this Composition.

Put but an ounce of Charcole to a pound of Powder, and about half an ounce of Salt-petre, beat, mingle and sift them finely; put in about a quarter of an Ounce between every Ramming, 'till it is full within an Inch with corned Powder, lightly ramming it, leaving only so much room as may choak it at that end, cutting then off what hangs over, and leaving it with a picked end; being thus finished, prime it with a little wet Powder, and lay it a drying 'till you dispose of it for your Pastime.

The Serpent is a kind of small Rocket; to make them therefore well, make a Case of strong white Paper, about six Inches and a half, the Rowler being about the Thickness of a small Arrow, it must have a Head and a Broach proportionable, being rowld up hard past the Edge that turns over; choak it with a strong Packthread, and fill it with a Composition of six ounces of Powder to one of Charcole, both beaten finely, sifted and well mingled; put in a little and little at a time, and every time you put any in, ram

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it down hard 'till within an Inch full; then put in corned Powder, press it down gently, and with the end of your Rammer force down the end that stands a little above; so that it may cover the Powder, and then seal it down with Wax; prime with Dust-powder, and a little Flower of Brimstone, and with your Match having a good Coal on it, give fire as you see Occasion.

To try the Goodness of Powder, that you may know its Strength.

Observe whether it be well dry'd and corn'd, which when you have taken Notice of, and approv'd, lay a few Corns scattered on a Sheet of white Paper, and fire them; then if they leave a black and sooty Mark behind them, with a noisome Smell, and singe the Paper, then is that Powder gross and earthy, and will fail your Expectation, if you use it in your Fireworks; but if in the sprinkling and firing there appear few or no Marks, or those of a clear bleuish Colour, then it is airy and light, well made, full of Fire, and fit for Service; half a Pound of it having more Strength than a Pound of the other.

And thus Reader, have I given you an Insight into the making Fire-works, &c. Such as are very pleasing, and now used on Occasions in all Christian Countries, in making which, by a little Practice, you may soon be perfect.

St. George and the Dragon fighting, &c. Also Mermaids, Whales, &c.

Form your Figures of Paste-board, strengthen'd with Wicker, small Sticks within pasted to the Board to keep it hollow, tight and bearing out; and place a hollow Trunk in the Body for a large Line to pass through, and likewise for a smaller to draw them to the Rock and from each other, that they may the better seem in Combats, which must be fasten'd at the Dragon's Breast,

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Breast, and let one end of the Cord be tied, which must pass through the Body of St. George, turning about a Pully at the other end, and fastning it to his Back, and tie another at his Breast, which must pass through the Body of the Dragon, or a Trunk at his Back; and so returning about a Pully at that end, it must be drawn strait, and fasten'd to the Dragon's Tail; so that as you turn that Wheel, they will run curiously at each other, and as you please, you may make them retreat and meet again, soaping the Line to make them slip the easier. At the Dragon's Tail, in his Mouth and Eyes, you must fix Serpents or small Lockets, which being fired at their setting out, will cause a dreadful Sight in a dark Night.

Thus a Mermaid or a Whale may be made to float on the Water; but then the Figure must be fixed on a convenient piece of Board, with two Fire Wheels fix'd on an Axle, run through the poised Part of the Body, by the Force of which it moves in a swift Line in the Water; the Wheels must have little Rockets or Serpents tied round them, as the Gitondel before-mention'd.

A Burning Castle and Dragon on the Water.

Make the Dragon of Paste-board and Wicker, as before, the bottom of the Castle of light Wood, and the Work of Paste-board with Paper, Turrets and battlements of a Foot height, in the Portal of the Castle fasten a Line, that it may come level with the Water, and therefore some part of the Castle must be under Water: This Line must be fasten'd to the other end of the Water, or in the Water, if it be broad, and admit not the former on a Pole or Stake knock'd down, and pass in a hollow Trunk through the Belly of a Dragon, that being in the Castle, may upon firing the Rockets, placed advantageously in the Tail, Eyes, and Mouth, come out of the Castle, and move on the line; to meet which, you may at the other end of the

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the Line, in the same manner, prepare a Neptune in a Chariot, or riding on a Sea-Horse, with a burning Trident, or Whale with a Rocket or Wild fire in his Mouth; which if it lie low, by spouting out, will make the Water fly about, as if it spouted Fire and Water out of his Mouth; then by a Train-fire, some little Paste-board Guns in the Castle, which if the Composition of the Train be made of Wild-fire or Stouple, will go off by Degrees, and coming to a Train of Brimstone, Rosin and Powder, make the whole Frame expire in a terrible Blaze.

A Wheel of Fire works to run backwards and forwards on the Ground.

Procure a pair of Wheels, being of light Wood like that of a Spinning Wheel, fasten them on an Axe-tree, and place Rockets round them, as bands are fasten'd round a Wheel, and so primed at Tail and Head that when one expires, the other may take Fire, half of them placed with their Heads and Tails the contrary way to the first: So that when the first are spent, and the Wheels have run on plain Ground, a great way, the other firing, will turn them again, and bring them to the Place where they first set out.

A Fire that will burn in the Water, or Water-Ball.

Sow up a Case of Canvas like that of a Foot-ball, but lesser, pitch or glue it over; then take one Pound of Powder, eight Ounces of Rock-Alom, four Ounces of Life Sulphur, two Ounces of Camphire; Linseed Oil, and that of Petroleum, each an Ounce and half an Ounce of Oil of Spike, with two Ounces of Colophonium bruis'd, and well mix'd together, and stuff the Ball hard with it, with a Stick pitch or glue over again, binding it with Marline on Pitch, on the leaye two Vents or Port-fires, set it on fire, trundle on the Water, and it will burn under it:

be exactest Military Discipline for the Exercise of Foot and Horse, as in Use at this Day, at Home and Abroad, in all the Words of Command, &c.

To be well disciplin'd and train'd up in Military Affairs, has been the Study and Pride of Warlike Nations, whereby they have acquired to themselves Fame and Riches, by being able to defend themselves against Invaders, and gain Conquests broad; but above all others, for many Hundred years past, the English have excell'd in this, being much help'd by their natural Courage. But since I only at this Time intended to write to the Learner, to train him up in his Exercise, by which Means his own Industry and Experience may lead him forth to greater Latters; I shall not enumerate the many brave Men, who from mean Conditions have rais'd themselves by Arms to the highest Pitch of Honour and Preferment; but shew our Youth what they are to do and observe their first Training, as to the Words of Command, to order their Arms in their various Postures with Dexterity.

be Words of Command in the Exercise of the Musket, and how they are to be Observed and Performed.

When you enter on this Exercise, besire to keep your Footing firm, your Feet at a moderate Distance; that at all Times, and on all Occasions, you may return your full Strength. Observe moreover to keep the right Heel firm, and set the Right foot steady, and then attend to the Words of Command, which you are summoned to do by this Expression of the Commander, viz. Musketeers, have a Care of the Exercise

ercise, and carry your Arms well. After which, the proper Words of Command follow in their Order. Here

1. Lay your Right Hand on your Musket.

Here the Lock being uppermost, turn the Barrel towards you, and extending your Fingers, lay your Right-hand directly behind the Lock; so close to the Butt-End to your Shoulder, suffering the Musket to be in all Parts of an equal height.

2. Poise your Musket.

In doing this, you must hold it with a hard Grip, facing to the Right, and turning with a quick Motion on your Left-heel, your Musket kept directly before you the height of it, between your Shoulders, your right Elbow on your Side, keeping your Feet at a moderate Distance, that when you turn about your Left Toe may stand to the Front, and your right Toe as you face to the Left; let your Left heel be against the middle of your right Foot; and by such Means you will be in a resting Posture.

3. Rest your Musket.

Here slide your Musket down to your Left-hand, bearing your Arm as low as possible without stooping, and so receive your Musket where the Scowler enters into the Stock, touching with your Hand no part of the Barrel, keeping it about half a Foot from your side sloping, your Right-hand, with your Fingers extended, being behind the Lock.

4. Cock your Musket.

Place the right Thumb, and your Finger behind the Trigger, so clap your Musket against your Thigh, and Cock; keeping it that it slip not your Thumb, now removed steady on the Head of the Cock.

5. Guard your Musket.

Bring it with a very swift Motion strait before you, to recover your Left-hand even with your Mouth, about half a Foot distance from it, not suffering your Musket to sink, nor stooping your Body, observing to the Part bringing up the Musket before, which is a recovering of your Left Hand, that the right Heel be brought to the left Instep, your Musket being perpendicular.

6. Present

6. Present.

Here fall back with your Right Leg, that the middle of the Right-Foot may be against the Left-heel; use the Butt-end to rise to your Shoulder, fixing it, and keep your Right-Elbow even with the height of the Piece, being in a Readiness with the fourth finger of your Right-hand to pull the Trigger, bow the Left-Knee, keeping the Right firm and steady, and so level your Musket Breast high.

7. Fire.

Keep here an exact Motion in drawing the Trigger, every one drawing at once, so that the whole Fire of Company or Battalion may be as of one Report: keep your Body steady, and your Musket hard against your Shoulder after you have fired, 'till the next word of Command is given, *viz.*

8. Recover your Arms.

Here let the Butt end sink in both your Hands, and holding it strait before you, keep your Right hand under the Cock, and the Left even with your Mouth.

9. Half bend your Musket.

Fall back with your Right-leg, and let the Musket once rest, placing the Right-thumb upon the Cock, the Fingers of that Hand behind the Trigger; then closing it to your Thigh, half bend the Cock, and keep it rested with your fingers extended.

10. Clean the Pan.

Do this with the Ball of your Thumb, press'd into the Pan, keeping your Fingers of the Right-hand behind the Lock.

11. Handle your Primer.

Take the little End between your Finger and Thumb, turning the other end to the Back of your hand, your Arm bearing backwards.

12. Prime.

Level your Piece, and strike your bruised Powder into the Pan half full, or somewhat more, keeping your Left Toe to the Front.

13. Shut

13. *Shut your Pan.*

This do by using your two first Fingers, casting ~~your~~ Hand your ~~Priuer~~ is, hol, and bringing up your Right-heel to ~~your~~ than e Left instep, your *Musket* strait up before you, as ~~the~~ turn t the Recovery. with the Barrel towards you; do ~~it~~ ing it with a quick Motion with the Thumb of your Right hand on the top of the Steel, levelling your Left ~~hand~~ below your Mouth.

14. *Blew off the loose Corns.*

Bring your Mouth within four Inches of the ~~P~~ ake th give a strong Blast without declining your Head, ~~the~~ ight-h ~~ing~~ , holding out your Arm, and suffering the *Musket*, to ~~it~~ uzzle of from its former Posture.

15. *Cast about and Charge.*

Advance your Right leg, turn the Barrel of ~~your~~ Grasp f *Musket* downwards, bring it to your Left side a little ~~backward~~ Muzzl, with your Left hand, not touching ~~the~~ rvng a Barrel with your Fingers; place the Toes of ~~your~~ our H right Foot to the Front, and the Right-heel against ~~the~~ ds the middle of the Left foot, ballancing your *Musket* s, and in the Left-hand, the Muzzle to the proper Front, ling yo an equal height, half a Foot from you, joining your urn the Right-hand to the Muzzle, your Thumb extended it 'till the side of the Barrel.

16. *Handle your Charger.*

Gripe fast your Bandiier or Charger, hold it ~~up~~ Scowre with the Muzzle of the *Musket* underneath, about ~~it~~ ut it up Inch distant.

17. *Open your Charger with your Teeth.*

In this case, bring it up to your Mouth with ~~your~~ Muske hand upon, and declining your Head, then bring your Charger ~~up~~ up in an Inch of your Muzzle, about an Inch from ~~your~~ ere befor cover your Charger's Mouth with the Ball of ~~your~~ hand, Thumb.

18. *Charge with Powder.*

Put the Powder into the Barrel with a quick Motion, and ~~it~~ ng with put the Charger underneath as before.

19. *Draw forth your Scowerer.*

In this Jet fall your Charger, and upon turning this do

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er Hand, draw forth your Scowrer at Three Mo-
s, holding it level the height of your Forehead,
n an extended Arm, as if you design'd to dart it.

20. Shorten it to an Inch.

urn the great End of your Scowrer towards you,
ing it 'till within an Inch of your Hand, rest it some-
t below your Right-breast, bearing forward a little.

21. Charge with Bullet.

ake the Bullet out of your Mouth with your
ht-hand, put it into the Barrel with a swift Mo-
, holding the big end of your Scowrer near the
zzle of your Musket.

22. Ram down Powder and Ball.

Grasp full with your Thumb and Fore finger from
Muzzle, your Thumb on the top of the Scowrer,
rvring a handful in your Hand.

23. Withdraw your Scowrer.

our Hand, Thumb, and Fore-finger turned to-
ds the Muzzle, clear your Scowrer at Three Mo-
s, and hold it up even with your Forehead, ex-
ling your Arm as if you were about to dart it.

24. Shorten it to a Handful.

urn the But-end of your Scowrer towards you;
it 'till within an Inch of the End, letting it rest
nt your Body a little below your Right-breast,
Scowrer sloping.

25. Return your Scowrer.

ut it up in its proper Place; grasp the Muzzle of
r Musket with your Right-hand, extending your
mb upon the Scowrer, keep it half a Foot distant
n your Side.

26. Poise your Musket.

ere before you bring up your Musket with your
hand, grasp it under the Cock with your Right,
ng with your Right leg to your Left: Keep it
ed against your Nose, and when faced to the
re, let your Right elbow rest upon your Body.

27. Shoulder your Musket.

on turn this do-as has been taught in the like Case before.

28. Order

28. *Order your Musket.*

Sink a little your Right-hand, and take hold on Stock on the Top of the Scownerer with your Left-hand, then suffer that Hand to sink, and take hold the Muzzle with the Right-hand, letting the Butt-end easily sink near the Ground ; then let it after a little Pause come down : As many as Exercise ground them together, then close to the Right-foot, and place the Butt-end about the middle of it, your Right-hand an Inch below the Muzzle, the Lock being outward

29. *Lay down your Musket.*

Turning it with the Back upwards, step forward with your Left-leg, so with your Right-hand, place it on the Ground, that it may lie with the rest in a strait Line : This some call grounding a Musket.

30. *Quit your Musket.*

Here stand upright with a quick Motion rising with a falling back of your Left leg to your Right.

31. *Handle your Musket.*

With your Left-leg step forward, and lay your Right-hand on the Muzzle.

32. *Order your Musket.*

Raise the Muzzle, and fall back with your Left-leg to your Right, turning the Lock outwards by the middle of your Foot.

And thus much for the Exercise of the *Musket*, which may be much advantageous to young Train'd who have Occasion to be call'd or sent out upon Drills in the City or Country, and Country Militia of *Trained Bands*, or for any other who is desirous to know more in, and entring upon Military Affairs.

Of the Match-Lock.

These Locks were formerly in more use than the *Fire-Locks*, and at this Day they are sometimes used among them ; wherefore I shall speak somewhat relating to the Words of Command, that seem to differ from the *Fire-Lock*, viz.

1. Lay down your Match.
2. Handle your Match.
3. Blow your Match.
4. Cock and try your Match.
5. Return your Match.

All these chiefly consist in keeping your Match in-
der, with a good hard and well lighted Coal, fast-
ening it on Command advantageous in your Skrew,
blowing the Coal, and so by pulling the Trigger, try-
ing your Pan with false Flashes, laying it down at
command, and by the same Order taking it up again;
forwarding it to the Pan, that it may give true Fire,
and, upon firing, to return it, and recover the Coal, if
it be shatter'd by the force of the Powder. You must
serve also to keep your Match dry, that on Occasion
you may not be disappointed.

And this in brief is all materially relating to the
Match Lock; the other Postures of the Musket are
already described, being sufficient to direct the Exer-
cise; yet seeing many lay much stress on the Beat of
Drum, take that along with you, as it relates to Exer-
cise, and so I shall take leave of the Foot, and make
Left. visit to the Horse.

Exercise by Beat of Drum, relating to the Foot.

There are usually observed in this six Points, which
are called Points of War, and are said to be Semi-vo-
luntary, because by them the Soldiers understand what is
to be done, and can distinguish their Duty and Exer-
cises; and of these in their Order.

1. *The Call.* This is to summon the Soldiers to-
gether to their Arms, or upon any other Occasion, as
to hear Proclamation, or receive Directions, &c. from
Officers, and are not without Leave to ramble,
especially in Time of War, beyond the hearing of it,
under great Penalties.

2. *The Troop.* When the Soldiers hear this, they
will advance their *Muskets*, and close their Ranks and
Files

Files to Order, following their Leaders or Commanders to the Place of Rendezvous, Quarters, or elsewhere.

3. *The March.* When you hear this, you must take you to your own Orders in Ranks, shoulder your *Musket*; and so as the Drum beats, you march slow or quicker.

4. *The Preparative.* Is to warn you to close your proportionable or due Distance, when you are to prepare for Battle or Skirmish; and to see every Thing be in order that may turn to Advantage.

5. *The Battle.* This is by some called the Charge or Signal to Charge the Enemy, and is beat in the beginning of the Fight to animate the Soldiers Courage.

6. *The Retreat.* This is beat when being over-powered, it is thought convenient to draw off and save total Rout, or sometimes when an Enemy you suppose stronger than your self advances towards you to engage, but by retreating you avoid him.

There are two more Things on the *Drum*, somewhat to our Purpose, viz.

1. *The Tatto, or Tapto.* This is used in Rounds of Garrisons, to give Notice to the Soldiers and Inhabitants when they ought to repair to their Quarters or Houses.

2. *Rally.* Is to let them know when it is time to rise in the Morning, and attend on their Duty at Garrisons, to let the People know when its safest to go abroad, the out Scouts being relief'd.

The Exercise of Horse in Troops, or Squadrons, &c.

The Exercise of the Horse is various from that of the Foot, and therefore that I may not be wanting what is necessary to the young Soldiers in their Exercise in the Country Troops, or those that may enter the present Service Abroad, I shall endeavour to give the Words of Command proper with their Explanation.

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And first, when a Troop or Squadron is drawn out Exercise, I suppose their Carbines and Pistols loaded, and the Corporals passing through the Ranks to see they are all ready, upon which observe the chief Master commands Silence, and gives the following words of Command, viz.

1. Lay your Right-hands on your Swords.

2. Draw your Swords.

3. Put your Swords in your Bridle-bands.

4. Lay your Hands on your Pistols.

5. Hold up your Hands, Give Fire.

When you have fired, let not your Pistol-hand sink till the next Word of Command, viz.

6. Return your Pistols.

And this you must observe in Firing to the Left and Right, Then

7. Lay your Hands on your Carbines.

8. Advance your Carbines.

9. Cock your Carbines. Fire.

10. Let fall your Carbines.

11. Take your Swords from your Bridle-bands.

These must be done with a swift and exact Motion, as near as may be doing it at one and the same time.

If a Squadron of Horse is to wheel to the Right, the Right hand Man must not close to the Left, as is in ancient times been; for that many times disorders the Rank; but you must keep your Ground, suffering the Left to come about whilst you only turn your Horse's Head, observing your Left hand-man.

To Close File.

The Right Wing File stand.

1. Close your Files.

2. To the Right.

3. To the Left as you were.

4. To the Left-wing and stand.

5. To the Left by Files close the Squadron.

6. To

6. To the Right as you were.
7. The Right and Left-Wing Files stand.
8. By half Ranks, close Files to the Right and Left.

And by closing Files you may cleave or divide the Squadron.

The Order of Closing Ranks.

1. File-Leader stand. } Or open on the Front.
2. By Ranks close the } Or the first Distance.
3. On the Front as you } And so be cautious in
were. } observing each Motion.

How doubling Ranks must be ordered.

1. By half Files to the Right, double your Rank to the Front.
2. File-Leaders, advance your Ranks, File-Leaders take your Ground.

And in this manner Command likewise to the Left, the Order being one and the same in the Words of Command. [Again.]

3. The first half Files stand.
4. By half File-leaders on the Left-Wing, double your Rank to the Front.

Now to reduce this, take the following Method,

1. Right-Wing half Ranks, advance your Ranks.

2. Half File-leaders take your Ground.

3. The first half File stand.

4. By half File-leaders on the Right and Left-Wings, double your Ranks to the Front, Carocoling to the Right and Left. Then the last half File stand, and the first half File by Carocol in the Right and Left on the Wing; then double your Ranks on the Rear.

Here observe the first First File must open the half Rank to the Right and Left, the first half File by Carocol. Then

To the Right and Left double your Ranks to the Rear.

ere observe the last half File must open the half
to the Right and Left.

for the Word *Carocot*, it signifies no more when
Wheel by it, than that it is made by the Depth
the Flank of the Squadron, by which Order, not
Files, but the Ranks make the Motion.

here is another Word which some may not well
stand at the first setting out, which is called
Conversion, and this in Wheeling is performed by
Front of the Squadron, so that whilst the Rank
es the Motion, the File remains.

*Directions for Wheeling, with the proper Words of
Command.*

hen the Word is given, *viz.* *To the Right by Command*, understand that you must close your Right-
the Horse, your Knee touching that of your
-hand-man's, and in like manner observe in the
d of Command to the Left; as when it is said,
to the Left, then must the Leg be closed.

half Ranks and Conversion, divide the Squa-
into two *Troops*.

you would reduce the Squadron, the Word of
mand is,

Conversion. The Squadron into one *Troop*, else
Left-wing advance by *Conversion*.

hen you wheel by *Carocot*, observe the Word of
mand as follows,

*Right-Wing to the Left by Carocot, Face about
the Rear*: Or it may be done by half Ranks in this
order,

Quarter Ranks and by *Carocot*, divide the
Squadron into three *Troops*.

then if you would reduce them, order Quarter
and *Troops* into *Squadrons*.

the Volt, Face, or Facing about be required,
thus,

And thus much may serve for Wheeling.

The Manner of Filing off.

In this Case observe, To File by Ranks on Right-Wing from the Squadron.

file off by Ranks, on the Left Wing, from Squadron on the Right.

File off by three Files from the Squadron, Left-Wing : And this is found the most exp Way, though some have used to File off by Ran

In Hay, what Orders is to be considered in drawing up.

To the Right and Left as you were. Offence

By half Ranks, and by Carousal to the Right, Sword Left.

Then draw up in *May* to the Rear.

In Reduction the Command is,
To the Front to you men.

To the Front as you were.
Br. Half-Branks to the Right and Left, and

By half Ranks to the Right and Left, and up in Hay.

Reduction by Carecol.

To the Right draw up in Hay.
Reduction by General

Reduction by Carcol.

Of Doublings.

Doublings are very useful, especially in strengthening any Party that needs Succour in the B and is to be noted under these general Heads.

1. Dex

1. Doubling of Length, Front and Rear.

2. Doubling of Depth, both Flanks.

But in the particular, they are numbered six, that is to say, first of Ranks, when every Rank doubles the odd, and if it so fall out, that the odd Ranks to double, then must the Body Face to the Rear, without any Word of Command expected.

Half-Files. { Here they are held to double
Bringers { when the Rear is doubled into
up { the Front.

In doubling the Rear observe it done when the Files double the Rear.

Here take Notice that doubling of half Ranks
will be by one Rank doubling the other.

The Noble Science of Defence, in all its Useful Particulars; for Defending and Offending, with the Rapier or Final Sword; after the exactest Method now in Use.

HIS Science, if well understood, as to the finding and using it, is not only a noble Exercise, but of great Importance, to the saving our Lives on emergent Occasions, if it extend not to Glory and Presumption, by too much relying on our Skill, to carry us into Quarrels, which we reasonably, and without Loss of Honour or Reputation avoid. Wherefore I have thought it convenient to lay down such Rules as may enable the Reader to proceed in the Practice.

The first Thing to be considered in this Case, is the Sword itself, understanding only in this the

Small-Sword or Rapier, which is divided into two Parts, *viz.* The Hilt and the Blade.

The Hilt is again divided into three Parts, viz. The Pommel or Ball at the far End, sometimes Round and sometimes Oval in Shape. This keeps the Hilt fast, by being well riveted, and by its poise makes the Sword well mounted, or light before the Hand. The next is that part on which you grasp your Hand, commonly called the Handle: And then the Shell, which is that part of the Hilt next the Blade, to preserve your Hand (if you are any thing wary managing it) from a Thrust or Blow.

The Blade is divided into two Parts only. The first next to the Hilt, being termed the strong Part or Fort. The other, which is the Extream, is termed the Feeble, or they are otherwise termed Prime, and the Second. The strong Fort or Prime of the Blade, is measured from the Shell to the middle of the Blade, and being the strongest, is made use in Parrying, or to put by Thrusts or Blows. The feeble, weak, or second Part is accounted from Middle to the Point, and is properly made use of Offending, or giving Thrusts or Blows; and much may serve for the Description of the Sword. Now I proceed to the Explanation of the Ten fit to be known by a Practitioner.

A Guard.

This is a proper Posture you must place yourself for the better defending yourself from the Thrusts or Blows of those you Fence with, or defend yourself from.

To Parrie.

Observe that this is to put by a Blow or Thrust, that it may not touch you, but be cast off without Hurt or Danger.

Quart.

Here you must hold the Nails of your Sword upwards, with a steady Arm; and then it is said to be held in Quart.

Terce.

This is the contrary to the former, for the Nails of your Hand must be held downwards; and then the sword is held in *Terce*.

Within the Sword.

This is that Part of your Body, which (having your Right side towards your Adversary) is between your Sword and Left-breast.

Without the Sword.

This is the part of the Body, that (when you hold your Sword towards your Left-side) is above it the Breadth of your Body.

The Approach or Advance.

This is done when being out of your Adversary's reach, or at a pretty Distance from him; you make our Approach or Advance towards him.

To Retire or Retreat.

This is when you are within your Adversary's reach, that you get out of it by stepping or jumping backwards; which you must observe to do on a strait line.

Measure:

This is only a Distance between you and your Adversary, which must be cautiously and exactly observed when he is thrusting at you; so that you may be without his measure or reach, and that taking the Advantage of this, it may be so, that when you thrust, your Thrusts may be home.

To break Measure.

Observe here, just as your Adversary is Thrusting you, at his first Elonge, he may come short of you, because you are, or escape out of his Measure, or reach, and so break his Measure, of which I shall y somewhat more hereafter.

To Elonge.

This is to stretch forward your Right-Arm and Leg, and keep a close Left-Foot; and this you do when you give in a Thrust, and when you do it you are said to make an *Elonge*.

Respost.

This is when you give in a Thrust before you recover your Body, receiving a Thrust after your Adversary hath Parried your Sword. Then is it said to be a Thrust on the Respost or back of the Parade which is the surest and safest you can give.

Feinting or Falsifying.

This is dodging or deceiving your Adversary, making him believe you give back in earnest, and make a Offer to Thrust in one Place when you really design to do it in another.

Beating.

This is no other than striking the Feeble of your Adversary's Sword with the Edge and Fort of your either with your Right-hand only, or the Help of your Left, joined to the Blade, about a Foot from the Hilt and so you will cause the Beat to have the greatest Spring or Force.

Battery.

The Difference from Beating in this, is only striking with the Edge of the Feeble, upon the Edge the Feeble of your Adversary's Sword, tho' Beating secures his Sword a great deal better than Battery.

Binding.

This Method is taken to secure your Adversary's Sword, with Eight or Ten Inches of yours, upon Five or Six Inches of his.

Caveating or Disengaging.

Here you must, if you can, slip your Adversary's Sword, when you perceive him about to bind or secure yours.

To take Time.

In taking Time, you must observe never to Thrust but when you see a fair Opportunity, or otherwise it is the Thrusting at your Adversary when he is making the Feint, or the Slipping of him, when you perceive him about to Bind or Beat your Sword.

Counter Temps.

This is when you Thrust without a good Opportunity, or when you Thrust, at the same time your Adversary does the like.

Quarting on the strait Line.

This is done by carrying your Head and Shoulders very much back from your Adversary's Sword, and giving in a Thrust within it, and that each of you that time receive a Thrust.

Quarting of the strait Line, called de Quarting.
Here you must observe to throw in your Left foot, and Body backwards off the Strait Line, towards your Adversary, keeping your Right-foot firm.

Volting.

This is a leaping by your Adversary's Left-side, out of his reach or measure, which on many emergent Occasions is very proper.

These Terms a Practitioner must be knowing in before he proceeds to the other Lessons or Adventures sharp, especially on earnest; from whence I proceed to the next Thing materially to be considered, which is the

Holding of the sword.

In doing this according to Art, and to the most Advantage, hold your Thumb on the broad side of the handle, and your Fingers quite round it; hold it in this manner firm and fast; so that your Adversary, with the least sudden Beat or Twist, may not force it out of your Hand; which the hazard in holding it safely may occasion to your Damage.

Of keeping a Guard.

The Guards are in general but two; the one in *Quart* and the other in *Terce*; but again, the *Quart* Guard is subdivided into two, *viz.* The *Quart* with the strait Point, and the *Quart* with the Point stooping near to the Ground.

The *Terce* is so likewise divided, that is, the *Terce* with the Point higher than the Hilt, and the *Terce* with the Point lower than the Hilt. There is yet another Guard, that requires you to hold your Sword with both your Hands; and of these in their Order.

Of the Quart-Guard, with the Point strait.

You have two Ways with this Guard to defend yourself, either by Partying or using Contraries to what your Adversary plays, as I shall more fully shew you when I come to Discourse of the five Parades; however, here observe in the strait Guard, which most in use, to keep a thin Body, which is done by shewing your Right-side to your Adversary, shewing your Feet in a strait Line from him; so that your Right he cannot see your Left-Leg, yet set them not too wide, for that will make your Elong the shank; nor too close, for that will hinder the firmness of standing; and let the Point of your Right-foot be turned somewhat outwards from the Strait Line, but the broad Side of your Left must look towards your Adversary. You are also to sink with your Thighs, your Left-knee a little more bent than your Right, which may be done by your leaning somewhat back on your Left-thigh; when you present your Sword, you must hold it with your Nails upwards, as has been directed in *Quart*. The Hilt of your Sword must be as high as your Right-ear, keeping your Arm a little bent, for the better and easier pursuing your Adversary; or for the quicker giving in a Thrust: The Point must be towards your Adversary's Right-side, two or three Inches lower than the Hilt, your Left-hand held up as high as your Left-ear, about half

one in your Face, your Fingers pointing, as it were, towards Quant.

Stoop. *The Quart-Guard, with the Sloping Point.*

In this Guard you must stand much straiter than in the Terce, former, the Point of your Sword sloping within a Foot of the Ground, your Hilt as low as your waist, your Arm bended, and the Nails of your sword-hand between Terce and Quart; here you are to make use of your Left-hand, and therefore the more readily to do it, you must advance your Left-shoulder almost as far forward as your Right, keeping your Belly in as much as may be; so that it stands well, and your Breast out, your Left-hand as high as the side of your Head, though about half a Foot from it. This is a very open Guard, yet to those that know not how to pursue it, it is much surprizing. And you may pursue this;

First, by raising up or gathering your Adversary's sword.

Secondly, by striking at his Sword, and making Thrusts at the Body, by which he will be doubtful when you intend to give in your Thrust, and taking an Opportunity give it home, and ever when you pursue this Guard, let your Left-hand be in a Readiness to Parrie your Opponent's Thrust, if he thrust just as you are Thrusting, which is the main fence on this Guard.

Thirdly, you may give a Stroke at his Left-hand, after you give a Beat at his Sword, and see if by so doing, you can force him to betake himself to another Guard.

Fourthly, you may Volt, and in your so doing give him the Thrust, which being clearly done, will only surprize him.

The Terce-Guard, with the Point bigger than the Hilt.

In this you must hold the Nails of your Sword downwards, as in Terce, and your Hand lower than in the Quart-guard with a strait Point; presenting the Point of your Sword towards your Adversary's Left-Shoulder, if he be a tall Man, but if short, to his Left-Eye, keeping your Arm somewhat bent for the better pursuing: Lean therefore a little forward with your Body, and make use of your Left-Hand for a Parade, holding it somewhat lower than in the former Guard. The rest of your Body being kept, as in the Quart-Guard, with the straight Point.

This Guard may be pursued either with Striking, Binding, Volting, or Passing; for a Feint on this Guard will signify little or nothing if your Adversary understand it; for as in no Guard, he is to answer Feints, least of all in this, the Right Defence being to secure yourself without your Sword, which is done by presenting your Sword to the Left-Shoulder of your Adversary, or as said, his Eye, so that your Body be quite covered without your Sword.

The Terce-Guard, with the Point lower than the Hilt.

Here you must in this bow your Head, holding your Arm high, so that if you come to give a Thrust, your Head may be, as it were, under it your Neck being in Quart 'till you make your Thrust, and then change them into Terce; your Feet must be kept in their due Distance, and not as at a full Elonge; your Sword must be presented towards your Adversary's Left-side, and you must make use of your Left-Hand for the Parade, and it is to be pursued and defended as the foregoing Terce-Guard, only in defending you must not make so much use of your Left-Hand, but more of your Sword.

The Guard of both Hands.

This is a Guard, that I find not any proper Name for, though it is sometimes used as very necessary; however, as to the holding your Sword in this Guard, keep your Body exactly in the Posture of the Quart-Guard, with the Strait Point, but join your Left-Hand to your Sword, about Eight or Ten Inches from the Hilt, the Blade being held between your fore-most Finger and Thumb, secure yourself within your Sword, as soon as you present it, *viz.* Present the Point towards your Adversary's Right-thigh, with your Point sloping towards the Ground a little; for to pursue this Guard, you must endeavour to take away your Adversary's Left-hand, by striking at it, and immediately after the Stroke, offer a Thrust at his Body, that he may be doubtful when you really intend to give in your Thrust; and indeed the Pursuit is much like that of the Quart-Guard, with the sloping Point; and thus much for the five sorts of Guards.

Of the several Parades.

The Parades are generally Two, but are subdivided as the Guard, and those Two are the Parade in Quart, and the Parade in Terce, which are, as is said, divided again into the Parade in Quart, with the Point a little higher than the Hilt. The Parade in Quart, with the Point sloping towards your Adversary's Right Thigh, and as though without it.

2. The Parade in Terce, with the Point a little higher than the Hilt, and the Parade in Terce, with the Point sloping towards your Adversary's Thigh on the Left side.

There is yet another Parade of some use, and used by many Fencing Masters, which may be properly termed a Counter-Caveating Parade; by reason whatever Lesson your Adversary makes use of, or upon

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what side soever he Thrusts, if you make use of this Parade, as you ought, you will undoubtedly meet with his Sword, and the easier cross his Purpose than by any of these former; and of these I shall give proper Directions.

1. The Quart-parade, or the Parade within the Sword, is so called, because in putting by the Thrust you do it on the inside your Sword, or on that side the Nails of your Hand are next.

2. The next is called the Terce Parade, or the Parade without the Sword; for here, contrary to the former, you put by the Thrust upon that side which is without the Sword, and as the other is term'd the Quart, for as much as it is within your Sword, or on that side your Nails look to; so this is called Terce because it is without your Sword, or on that side the back of your Hand is to. Observe a little more, when you are to hold your Hand or Nails in Terce, that you hold your Nails quite downward; and now to parrie these Five several Ways.

You must do the first Parade in Quart, with the Point somewhat higher than the Hilt, *viz.* When you are standing to your Guard, if your Adversary offer to give a home Thrust on that side his Sword lies which I presume to be within your Sword, with disengaging, and is the simplest and plainest Thrust that can be given with the small Sword; yet frequently it surprizes a Man, I say, when so it is, that when you perceive your Adversary offer to give a home Thrust, which observe by keeping your Eye steady on the Hilt of his Sword, you must then immediately turn your Wrist with so small a Motion of the Arm, that it can scarcely be perceiv'd, to your Left-side, and by that Means you may put by his Sword with the Fort of yours upon the Left side, keeping the Point of your Sword after the Parade towards his Right-shoulder; you may in putting by your Adversary's Sword use a little beat or spring towards the Ground, which you will more certainly disappoint him, immedi-

lately bringing your Sword to its right Posture again, and by this way of Parrying, you may have the Luck to spring or beat your Adversary's Sword out of his Hand.

The second Parade in Quart is with the Point sloping towards your Adversary's Right-thigh, and is tho' without it, in this manner.

When you perceive your Adversary is thrusting with your Sword, turn the Nails of your Sword-hand in Quart, with a full stretch'd Arm, and your Hand as high as your Face, and when you do this, slope your point to the lowness of your Adversary's Thigh; and by that Means, with the Fort of your Sword, on the Feeble of his, put by his Thrust, always observing to carry with the Fort of your Sword, and not the Feeble, lest your Adversary having the stronger Arm, force upon you the Thrust in spite of all you can do.

The first Parade in Terce, or without the Sword, the Point a little higher than the Hilt, must be thus managed, *viz.* Perceiving your Adversary giving in the Thrust without your Sword; take Notice immediately to turn your Wrist with some small Motion of the Arm, as in the first Parrie in Quart, 'till your Nails be in Terce, and parrie his Thrust, rememb'ring this to keep the Point of your Sword, after you have parried him towards your Adversary's Left-shoulder, as in the first Parade in Quart, you are to keep it towards his Right.

This Parade is most effectually done with a Spring put by the Sword, or gain an Advantage of disarming your Adversary.

The second Parade in Terce is called that within the Sword, bearing a sloping Point towards your Adversary's Thigh, and as though within it. This observe to do when you perceive your Adversary giving his Thrust, without, or below your Sword, as it were at your Arm-pit, immediately letting the point of your Sword sink as low as his Thigh, turning your Nails quite round to your Right-side, until they are from

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from you, keeping your Hand as high as your Head, if you will stand upright; and so put by the Thrust on your Right-side; when you are Parading, let your Head be close, as if it were under your Arm; and this preserves your Head from your Adversary's scattering or Counter-Temperate Thrusts.

Thus having shewn you the Defensive Part, I shall now proceed to the Offensive, or how you may offend your Adversary when Necessity requires it; but before I directly enter upon it, let me speak something of the Counter-caveating Parade; though some there are who refuse to use it, yet it is the safest of all.

The Counter-Caveating Parade, &c.

When you observe your Adversary's Thrust coming home within your Sword, then immediately strike your Point, and bring it up again with a quick Motion on the other side of your Adversary's and parrie his Thrust without your Sword, that he intended to give within your Sword, holding your Nails neither in Terce nor in Quart, but so hold them, as when you presented your Sword; and observe farther to do this Parade with a Spring, and if you perceive he is about to give in his Thrust without your Sword, instantly slope your Point, and bring it up again with a quick Motion upon the inside of his Sword, and so parrie his Thrust, that was to be given without your Sword, within your Sword, and if you do this very quickly, you will rarely be hit with a Home Thrust; and this Parade there is great Advantage, because by all Feints, which in other Parades, cannot be so well noted or shunn'd, are by this baffled and confounded.

Lessons Offensive. I. Of Approaching, Advancing.

Observe here, (when you are standing to your Guard, and your Adversary without your Measure, so that without Approaching you cannot reach him) that

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lift your Right-foot about a Foot forward, and presently let your Left-foot follow close by the Ground, our Left-knee a little bowed, taking Notice at the End of every Step, that your Feet be at the same equal Distance as when you first presented your Sword, or if in any thing you vary, let it be in bringing them something nearer; and so your Elonge will come as much nearer to your Adversary as you brought your Left-foot nearer to your Right: Always then remember to redouble this Step, or any other that is to be used on this Occasion, 'till you think your Adversary is within your Measure. This Step must be always made on plain Ground, lest you trip and fall, which is very dangerous; but if it be on rugged uneven Ground, here is another suitable to it, called the Double-step, after this manner:

In the first Place throw your Left-foot behind your Right (which may be done by raising your Body a little on your Right-foot) about a Foot, then bring our Right-foot forward again, as far before your Left, as when you presented your Sword; these Two Motions must be done immediately after the other, or else doing of this Step will appear ungraceful; and here you must keep as thin a Body as possible, because by throwing your Left-foot before your Right, lays our Body open, and so redouble this Step, as the former, according to the Distance you are from your Adversary, 'till you approach within his Measure.

Lesson 2. Of Retiring.

This may be done three Ways, first with the single Step, the same Way you approach with it, only whereas in approaching with the single Step you lift your Right-foot first, here you must lift your Left-foot first, and the rest observe, as in the Approach with the single Step.

The second is that with the double Step, and is one the same Way as in the Advance, only in approaching you throw your Left-foot before your Right,

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Right, when in retiring you must throw your Right foot backward behind your Left, and the rest is done as in advancing with the double Step.

The third is done by a sudden Jump backwards the strait Line, with both your Feet in the Air once, but you must lift your Right-foot first, and after your Jump is done, stand to your Guard again, unless you find Occasion to redouble your Jump to farther out of reach.

Lesson 3. Of giving in the Thrust.

To thrust or make an Elonge, observe (when you stand to your Guard, and your Adversary be within your Measure) that your Sword be as you please, either within or without your Adversary's Sword; I suppose within, then stretch out your Right arm, and step forward with your Right foot as far as may be, keeping the Point strait forwards, and let the Motion of your Arm begin a thought before you move your Foot, so that the Thrust may be given home before your Adversary can hear your Foot touch the Ground, and when you are at your full stretch, keep your Left-hand stretch'd, and ever observe to keep a close Left-foot, which must be done by keeping your Left-heel and Broad-side of your Foot close to the Ground without any drawing it after you; for keeping a close Foot is one of the chiefeſt Things to be observed in this Science. When you give in your Thrust, throw your Left-hand behind you, or so place it on your Left-side, that your Sword and both your Arms may make a strait Line from your Adversary. This must be when you design not to make use of your Left-hand a Parado; but if you do, then in the very Time of giving in your Thrust, throw your Left-arm forward as far as you can, without putting the rest of your Body into Disorder, turning the Palm from you, turning your Thumb down, and your little Finger up, and so parrie your Adversary's Thrust, if you will Thrust, upon the same time you make your Advant-

thrust, always rememb'ring when you Thrust within the Sword, to do it with your Nails in Quart or upwards, and Quart well your Hand and Shoulder; but when a Thrust is made without the Sword, then give in with your Nails in Terce or downwards, and keep your Hilt much lower than your Point, and your Head as clear as may be from your Adversary's word.

Take notice in all Lessons in which you do not first secure or bind your Adversary's Sword, that you are Thrust close by the Feeble of his Sword, with the Point of yours. But there is a Difference when you first secure your Adversary's Sword; for after your securing or binding, you quit his Sword, and give a straight home Thrust, without touching it after it is bound.

In these Rules there is great Advantage, as in the Quarting of your Hand, when you Thrust within the word, preserves them from your Adversary's Counter-temps Thrusts in the Face; so likewise does your thrusting close by the Feeble of the Sword, and keeping your Hilt lower than the Point, when you Thrust without the Sword, as also the holding of your Head on the contrary side your Adversary's Sword is on, preserve you from Counter-temps, ever observing as general Rule, to keep your Head on the contrary side of your Adversary's Sword, on what side foever you Thrust, for this will frequently preserve your face from being hit.

Lesson 4. Of Caveating, or Disengaging.

In this Case, when your Sword is presented within your Adversary's Sword, and you would have it without (keeping your Nails in Quart) slope your point so low, that you may bring it up under the outside of his. This must be done with the Wrist, and not any Motion of the Arm, because when you disengage, if the Arm move, your Body would be too much discover'd; so that your Adversary would have an Advantage to give in his Thrust, which he could

not

not do if only your Wrist moved ; and this must be done with a sudden Motion ; and by this you will learn to slip your Adversary's Sword at pleasure.

Lesson 5. *Finding or Falsifying.*

Of these there are several Kinds, and the first treat on, is the *Ordinary single Feint* : When you are on your Guard, and within your Adversary's Sword, disengage and make your Feint without, which must do with a beat of your Right-foot against the Ground, just as you disengage, and your Sword the outside of your Adversary's, and immediately after, if you perceive him answer your Feint, and fer to parrie, disengage again, and give him a Thrust within the Sword.

Lesson 6. *The double Feint.*

There is a Difference between this and the single Feint; for in the single one you must make two Motions, *viz.* With the first you make your Feint, and you must with the next you give in your Thrust, unless when you make your Feint on that side your Sword lieth, which may be done without disengaging, and is the simplest of all others in all single Feints, it must be given upon the side your Sword was before you made your Feint: But in the Double-Feint, you are to make Three Motions, and the Thrust (unless when you make your first Motion on that side your Sword is presented) is given in on the other side, and not always on the side the Sword was just before you began to make your Feint; and to play this, there are two Ways, *viz.* When you are within Measure, you must play one Way, and without Measure another Way.

As to the first, your Sword being presented within or your Adversary's Sword, then disengage and wait or your first Motion without his Sword, so stand a thou-
sand paces from him, and stand with your back to him, and
on it to try whether he will answer you, by offering his
Sword, or by a Motion, when you may then proceed to the Parade; if he do not answer, it is a sign, g

leless ; but if he do, then presently make your second Motion within his Sword, and your third Motion without it, by giving the Thrust ; both these Motions must be done with admirable Quickness ; at every Motion give a Beat with your Foot, and disengage, turning your Nails in Quart.

If you are without Distance, make a Motion to see he will answer your Feint, and if he do begin again, make your first Motion, as within Distance, approaching at the same Time, and so your second and third. There is a contrary to these, that is to be observed when your Adversary makes use of them against you. Then you must make use either of the Counter-cavering Parade, or keep your Sword Point immoveable towards his Face that opposes you, your Arm as much stretch'd out as possible ; and when you do so, you must recover your Body, by drawing your Right-foot close to your Left, stand as it were on Tip-toe, and if all this your Adversary give a home Thrust, then you must Counter-temps him in the Face, and Parry his Thrust with your Left-hand ; or if you perceive him make variety of Feints, then upon every one of them make a half Thrust, which will oblige him to take himself to the Parade, and so when you please you may take the Pursuit ; or when he makes variety of Feints, give a plain Home-thrust, as smart as may be, and endeavour to defend yourself from Counter-temps with your Left-hand, and to prevent them, it is always in this Case best when you give a Thrust, to use your Left-hand.

Lesson 7. The single Feint at the Head.

Being within Distance, you may present your Sword thin or without your Opponent's sword, making a Feint or Motion at his Face, if your Sword be presented without, by a little stretching out your Right-arm, your Nails in Quart, and when you make the Motion, give a little Beat with your Right-foot, and the Feint be answered, then immediately give in your

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your Thrust at his Arm pit, your Head under your Sword-arm, your Left-hand held before you, with the Palm of it looking towards your Right-side, and the Part of your Arm from the Points of your Fingers to your Elbow, must stand in a manner strait upward, which Posture you must ever observe when you give in this Thrust, because in doing it, it defends you from the Thrust of your Adversary, if it be above, as without your Sword; and you may at the same Time make a Motion at his Face.

Lesson 8. Of the double Feint at the Head.

Being within Distance, make your first Motion a Feint, as before, at the Face, your second Motion long without your Adversary's Sword, towards his Belly, and with the third, give a Thrust without, and above his Sword, your Nails in Quart, marking every Motion with your Head, Hands and Feet; and when you make your second Motion, hold your Hand as in the single Feint, and when you give in your Thrust above the Sword, you must Quart your Head well, because you must give it in with your Nails in Quart; and by this Means your Body will be kept secure within your Sword, when in Terce it would lie open, especially Counter-temps.

There is a Parrying the contrary, either with the Counter-caveating Parade, or by answering every Motion, by what Means you will fall to Parry your Adversary's with the first Parade in Terce.

Lesson 9. Containing the manner of the Feint at the Head on the true Parade.

The contrary to the second Parade is this, and to it, you must make your Motion at your Adversary's Face, and if you imagine he intends to Parry you with the second Counter-caveating Parade, make round your Sword, as it were, going a Circle about it, and so give a Thrust at his Arm-pit, and with your Left-hand

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and Counter-temps; and being within Distance, approach with your first Motion, and in so doing you beat his Sword and shun his Parade, or if your Adversary follows your Sword, you may make two or three Circles, 'till you find a fit Time to let in your thrust.

Lesson 10. Of the low Feint.

When you intend to proceed in this, you must have your Sword without your Adversary's, and when it so, make directly the second Motion of the doublet at the Head, and give in the Thrust above, and when you are without Distance, make your approach to the Feint, or first Motion, and make in your thrust with the second. And this may be Parry'd, answering every Motion, or using the Counter-eating Parade.

The contrary to it, - is, when your Adversary is taking his low Feint, to take time, and give in the thrust above his Sword, your Nails in Quart.

Lesson 11. Of Battery.

This is a kind of a Beat from whence it derives its name, and therefore when you play it, you must present your Sword either without or within your Adversary's; if within, and he within your Measure, then keep your Sword half a Foot from his, and when you intend to play, strike a small Stroke on the Edge, Feeble of your Sword on the Edge, and Feeble of and at the same Moment give a Beat with your Edge, which will surprize your Adversary, if not skill'd; if it does not, nor that he answers you offering to parry, give a strait home Thrust at his right-pap, as you give in a plain Thrust within the sword, moving the sword only with your Wrist, and thereby keeping your Body close. If your Adversary comes to answer your Stroke, and go to the Parade, in your best way is to slip him, and give in a Thrust without, and above the Sword, or when you perceive him

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him going to Parade, then suddenly slip, and make double Feint on the other side, and thrust on that side you gave the Beat.

In the contrary of this Parrie, with the Counter-caveating Parade, or meet his Stroke, and make a double Thrust, which will force him to the Parade; and you may pursue.

Lesson 12. Of Volt-Compe.

In this observe to present your Sword within your Adversary's, he being within your Measure; then make a Feint at the Face, your Nails in Quart, and upon this give a beat with your Foot, and carry your Hand well Quarter'd, and if by offering to parrie, answers this and that high, then Thrust at the Belly, your Nails in Terce, and keep your Left-hand as Guard from Counter-temps; if by Parrying low, you are disappointed of this Advantage; then after you have made your Feint, instead of a Thrust in the Belly, slip his Parade, and give the Thrust without, i.e. above the Sword; and when you are within Distance, approach with the first Motion: If your Sword be presented without your Adversary's, you must first then disengage.

The contrary to this is either to Parry his Stroke with the second Parade in Quart, or to take Time and give your Thrust the Way he was to give it in, i.e. on you, at the instant he makes his Motion at your Face, or you may pass without his Thrust.

Lesson 13. Of Binding your Adversary's Sword.

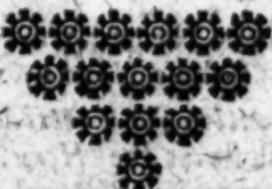
This is the surest Play, and chiefest Mystery of the Art of Fencing, wherfore to do it after you have presented your Sword, either within or without your Adversary's, on a sudden over-lap six or seven Inches of his with eight or ten of yours; and this is sufficient to secure it; but this must be always done with the Edge of the Sword, whether you present it within or without, and immediately after you have bound

make a Thrust strait home. In this Case, always ob-
hat si ving to keep a close Left-Foot; also to give a
at with your Foot, and to bind with your Foot,
ounte to bind with a Spring, *viz.* Press your Sword
ke a h post to the Ground, but stay not with it, but im-
and diately bring it up again, and then give the
rurst; and this prevents Counter-temps, and the
t Parade against it is, the Counter-eaveating Pa-
e; and if your Adversary slips your Sword, you
st endeavour to bind him within or without the
ord again. You may also put upon him the double
single Feint, or having bound your Sword without,
y you may give in your Thrust, as in playing the Single
arrie, at the Head.

Lesson 14. Of the Flantanade.

To do this, when you have presented within your
versary's Sword, over-lap it with 12 Inches of
the Bars within 8 of his, and give in the Thrust on his
out, a right flank, on the other side of the Sword, and be-
Distance with it your Nails side ways, throwing forward
Left-Hand, and turning the Palm from you, to
let your Hilt be lower than the Point, which
ures his Sword; and note, when you lap over to
it with the Flat, and not with the Edge, as
you bind.

And thus much may serve for an Introduction to
Learner in the Science of Defence, and therefore
other Lessons, not here set down, I refer him to
latter.



OF HAWKING.

Of Hawks there are two Sorts.

The Long-Wing'd Hawks.

FAULCON and Tiercle Gentle.
Gerfaulcon and Jorkin.

Saker and Sakeret.

Lanner and Lanneret.

Barbary Faulcon.

Marlin and Jack.

Hobby and Jack.

The Short-Wing'd Hawks.

Eagle and Iron.

Goshawk and Tiercle.

Sparrow-Hawk and Musket.

There are two of Inferior Sort, as

Ring-Tail.

Raven and Buzzard.

Forked Kite. Hen-Driver, &c.

And as the Age of these Hawks is, so we Name them, as,

The first Year a Soarage.

The second Year an Internemer.

The third Year a White-Hawk.

The fourth Year a Hawk of the first Coat.

Thus much for their Names, now we come to of the Flights of these Hawks; which are the

The Faulcon-Gentle, for Partridge or Mallard.

Gerfaulcon will fly at the Hern.

Saker, at the Crane or Bittern.

Lanner, at the Partridge, Pheasant or Cheefe,

Barbary Faulcon, at the Partridge only.

Merlin and Hobby, at the Lark, or any small Bird.

Goss Hawk and Tiercle, at the Partridge or Hare.

Sparrow-Hawk at the Partridge or Black-Bird.

And the Musket at the Bush.

Your Hawk watch, and keep from Sleep, continually carrying him upon your Fist, familiarly streak'd with a Wing of some dead Fowl, or the like, and play with him: Accustome to gaz, and look in his Face with a Loving, Smiling, Gentle Countenance; and that will make him acquainted and familiar with men.

Having made him familiar, the next thing is to bring him to the Lure, (which the Falconer makes of Fathers and Leather, much like a Fowl, which he casts into the Air, and calls the Hawk to) which is done in this manner. Set your Hawk on the Perch, unclad him, and shew him some Meat within your Fist, call him by Chirripping, Whistling, or the like, till he comes, then feed him with it; if he comes not, let him fast, and be sharp set: Short-wing'd Hawks, are properly said to be called, not Lured. Make him clad, and acquainted with Men, Dogs and Horses, and let him be eager and sharp set, before you shew him the Lure, knowing his Luring Hours; and let both sides of the Lure be garnished with warm and bloody Meat; let him likewise know your Voice well; that being well acquainted with Voice and Lure, the Hearing of the one, or Sight of the other, makes him Obedient: which you must reward by Feeding, and punish by Fasting. But before Luring (or any night) it is requisite to Bath your Hawk in some Jet and still shallow Brook, or for want of that, in a large Basin, shallow Tub, or the like, lest being Liberty, you lose your Hawk, (whose Nature requires such Bathing) and make him range. Now to make

make him know his *Lure*, is thus: Give your Hawk to another, and having loosened in Readiness Hood-Strings, and fastened a *Pullet* to the *Lure*, a little Distance, cast it half the length of the String about your Head, still *Luring* with your Voice, hood your Hawk, and throw it a little way from him; if he stoop and seize, let him plume the *Pullet*, and feed on it upon the *Lure*: Then take him and Mew on your Fist, Hood him, and give him the Tiring of the Wing, or Foot of the said *Pullet*.

Having Manned and *Lured* your Hawk, before you bring him to his Flight, one Thing is to be observed and done, called in the *Faulkener's Dialect*, *Enseasing*, which is to cleanse him from Fat, Grease, Glut, known by his round Thighs, and full Mentin; and thus you may do it: In the Morning, when you feed him, give him a bit or two of hot Meat, at Night very little or nothing. Then feed him Morning and Evening with a *Rook*, wash'd till the Pinions be tender; then give a *Casling* Feathers as his Nature will bear; and once in two or three Days give him a Hen's Neck well jointed and wash'd: Then a quick Train *Pigeon* every Morning and after by these and his own Exercise, he has bro'd and dissolved the Grease, give him three or four Bunches of the Root of *Celladine*, as big as Garden-Parsnips, steep'd in the Syrup of *Roses*; and you have done your part of your Duty.

To enter your Hawks, for *Partridge* Fowl, lay an old Field *Partridge* in a Hole, covered with a thing, and fasten to it a small Creance (i. e. a small long Line of strong and evenwounded Packthorn) fastened to the Hawk's Leash when first Lured; uncoupling your ranging Spanels, pluck off the wing of the Train *Partridge*, and let it go, and let the Hawk after it; and as soon as he has slain it, strike him well with it. And thus to make him fly at Fowl, feed him well with the Train of the Fowl you have; doing afterwards as above.

The Faults of *Hawks* differ according to their Nature and Make. Long-Wing'd *Hawks* Faults are thus helped. If he used to take stand, flying at the River, or in Champaign Fields, shun flying near Trees or Covert, or otherwise, let several Persons have Trains, and as he offers to stand, let him that's next cast out his Train, and he killing it, reward him. And indeed you ought never to be without some live Bird or Fowl in your Bag, as *Pidgeon*, *Puck*, *Mallard*, &c. If he be froward and coy; when he kills, reward him not as usually, but slide some other Meat under him, and let him take his pleasure on it; giving him some Feathers to make him scour and cast.

If he be *Wild*, look not inward, but mind Check, & other Game, as Crows, &c. that fly cross him) then lure him back, and stooping to it, reward him presently.

The Faults of Short-Wing'd *Hawks* thus are helped. sometimes the *Goss-Hawk* and *Sparrow-Hawk*, will neither kill nor fly the Game to Mark, but will turn it to it: Then encourage your Dogs to Hunt; cast a *Partridge* before your *Hawk*; make him kill it, and feed well upon it.

If a *Hawk* take a Tree, and will not fly at all; him then upon quick Birds, and make him foot it, and in the plain Champaign Fields unhood him, riding up and down a while, let one cast out a *Partridge* before him, let him fly at it, and kill it, feed on it. If he be too fond of a Man, after a Stroke or two will not fly, be seldom familiar with him, and reward him not as he comes properly: Otherwise reward him well.

for *Mewing* of *Hawks*, the best Time for Long-Wing'd *Hawks* is about the Middle of *April*, and for the Short-Wing'd *Hawks*. There are two of *Mewings*. 1. At the Stock or Stone; so as from its being low upon the Ground, free

from Noise, Vermin, or ill Air. 2. *At large*; called from being in a high Room, with open Windows towards the *North* or *North East*. The former is accounted the best *Mewing*. The *Faulconer* before he *Mews* his *Hawks*, see if they have *Lis* to Pepper and Scower them too. The best Time to draw the *Field Hawk* from the *Mew* is in *June*, and he will be ready to fly in *August*; the *Hawks* from the *River* in *August*, will be ready in *September*.

Cures for Hawks Diseases.

The *Faulconer* ought diligently to observe the Complexions of his *Hawks Castings* or *Mewings*, judge of their Maladies, an assured Sign of knowing whether they are sick or distempered in this. Take your *Hawk*, turning up her Train, if you see her *Tuel* or *Fundament* swelleth, or looketh red; or her *Eyes* or *Ears* be of a fiery Complexion, it is infallible Sign of her being not well and in good Health; and then Scouring is necessary first; which is done by *Aloes Succatrine*, about the Quantity of Pea wrapt up in her *Meat*; and this avoids Gripes and kills Worms too.

For the *Cataract*. Take one Scruple of *water* *Aloes* finely beaten, and two Scruples of *Sugar Candy*, mix these together, and with a *Quill* put it three or four Times a Day into your *Hawk's Eye*.

Pantus or *Asthma*. Pour the Oil of sweet *monds* into a *Chicken's Guts*, well washt, and give the *Hawk*: Or, Scouer him with *Saladine* *Pel* and Oil of *Roses*, and then wash his *Meat* in a Decoction of *Colt-foot*.

Filanders or *Worms*. To prevent them, set your *Hawk* low and poor, give her once a *Milk* *Clove* of *Garlick*. To cure or kill them; Take a dozen *Cloves* of *Garlick*, boil them very tender in *Milk*, dry the *Milk* out of them, put them in a *Spoonful* of the best *Oil* of *Olives*, and

Slept them all Night, give them both to your Hawk, when she was Cast, in the Morning: Feed him not till two Hours after, and then with warm Meat, and keep him warm all that Day.

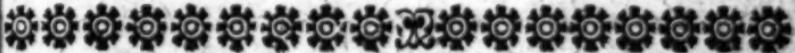
Lice. Mail your Hawk in some Woollen-cloth, put between his Head and Hood a little Wool, and take a Pipe of Tobacco, put the little End in at the Tream, blow the Smoak, and the *Lice* that escape killing, will creep into the Cloth. *Probatum.*

Formica. Take a little of the Gall of a Bull, and beating it with *Aloes*, anoint the Beak of the Hawk, Morning and Evening.

Frounce. Take the Powder of *Allom*, reduced to a Salve with strong Wine-Vinegar, and wash her Mouth with it; then take the Juice of *Lolium* and *Radish*, mixt with Salt, and anoint the Sore.

Appoplex. Gather the Herb *Asterioz*, wash your Hawks Meat with the Juice thereof when you feed him.

Wounds. Take the Juice of *English Tobacco*, or *Mouse-Ears*, after you have sticht it up with a little Lint, ha he the Place.



Of BOWLING.

THE first and greatest Cunning to be observ'd in *Bowling*, is the right chusing your Bowl, which must be suitable to the Grounds you design to run on: Thus, For *close Alleys*, your best Choice is the *Flat Bowl*. 2. For *open Grounds* of Advantage the round *Byassed Bowl*. 3 For *Green Swartbs*, that are plain and level, the Bowl that is as Round as a Ball.

The next Thing requires your Care is, the chusing out your Ground, and preventing the Windings, Hangings, and many turning Advantages of the saine, whether it be in open wide Places, as Bares and Bowling-Greens, or in close Bowling-Alleys.

Lastly, Have your Judgment about you to observe and distinguish the Risings, Fallings, and Advantages of the Places where you Bowl: Have your Wits about you to avoid being rookt of your Money: And have your Understanding about you, to know your best Time and Opportunity for this Recreation; and finally a studious Care of your Words and Passions, and then bowl away, and you may deserve, *Well have you Bowled indeed.*

But methinks I cannot conclude here, without admiring how aptly a Bowling-Green is by the Divine Quatres characterized, in the following Verses, thus,

*Brave Pastime, Readers, to consume that Day,
Which without Pastime flies too swift away!
See how they Labour, as if Day and Night
Were both too short to serve their loose Delight!
See how their curved Bodies wreath, and wrue
Such Antick Shapes as Proteus never knew!
One raps an Oath, another deals a Curse,
He never better Bowld, this never worse;
One rubs his itchless Elbow, shrugs and laughs,
The other bends his Beetle-brow, and chafes.
Sometimes they whoop, sometimes the Stygian shriek,
Send their black Santo's to the blushing Skies:
Thus mingling Humour in a mad Confusion,
They make bad Premisses and worse Conclusion.*

Thus much for BOWLING.



Of TENNIS.

THIS Recreation is of the same Date for its Antiquity of Invention with Bowling, and for the Violence of its Exercise to be preferred before it. This Sport indeed is of so universal an Acceptance, that Majesty itself is pleased to design it its Recommendation, by tracking its laborious Steps; and Princes and Lords admire it too for the most proper Recreation, to suit with Innocence and true Nobility. Here the Body is briskly exercised more than ordinary, and inured in Agility and Nimbleness; this renders the Limbs flexible and mettlesome, and adapts them for the most vigorous Enterprize.

Tennis and *Baloon* are Sports which are play'd almost with the same Instruments; and therefore may be under one and the same Head: The first is a Pastime used in close or open Courts, by striking a little Round Ball to and fro, either with the Palms of the Hands (and then is called *Pila palmaria* in Latin) or else a *Racket*, made for the Purpose, round with Net or Cat-Gut, with a Handle: The other a strong and moving Sport in the open Fields with a great Ball of double Leather filled with Wind, and so driven to and fro with the Strength of a Man's Arm, armed in a Brace of Wood. And thus much shall suffice to speak of the *Baloon* and *Tennis*; only let me desire you, let not this or any other Pastime disturb your Minds; divert you from the diligent and careful Prosecution of your own lawful Business; or invite you to throw away your Time and Money too lavishly and idly; nor engage you in any Passion; that so you may not offend God,

dislike your Neighbour, nor incommode your self and Family in your Well-being and Felicity; and then you may recreate your self without Fear: And in this Recreation observe the ensuing Morality of

The TENNIS-COURT.

WHEN as the Hand at Tennis plays,
And Men to Gaming fall,
Love is the Court, Hope is the House,
And Favour serves the Ball.

This Ball itself is due Desert,
The Line, that Measure shews,
Is Reason, whereon Judgment looks,
Where Players win and lose.

The Tutties are deceitful Shifts,
The Stoppers, Jealousy,
Which bath Sir Argus hundred Eyes,
Wherewith to Watch and Spy.

The Fault whereon Fifteen is lost,
Is want of Wit and Sense,
And he that brings the Racket in,
Is Double Diligence.

But now the Racket is Free-Will,
Which makes the Ball rebound;
And noble Beauty is the Choice,
And of each Game the Ground.

The Racket strikes the Ball away,
And there is Over-fight,
A Bandy bo! the People crys,
And so the Ball takes Flight.

Now, at the length, Good-liking proves,
Content to be their Gain:
Thus in the Tennis-Court, Love is
A Pleasure mixt with Pain.



Of RINGING.

Whoever would become an accurate Master of this excellent Art and Pleasure, and is very desirous to be esteemed an Elaborate and Ingenious Ringer, and be enrolled amongst that honoured Society of *College Youths*; I must beg Leave to Instruct him before he enters the Belfrey, in these ensuing short Rules, which he he must strictly observe, *viz.*

1. That as all *Musick* consists in these Six plain Notes, *La, Sol, Fa, Mi, Re, Ut*; so in *Ringing*, a Peal of Bells is Tuned according to these Principles of *Musick*: *For as each Bell takes its Denomination from the Note it Sounds*, by its being flattered or deeper, as *First*, or *Treble*, *Second*, *Third*, *Fourth*, &c. as they are in number, to *Ten* or *Twelve* Bells, the last being called the *Tenor*: So must they successively strike one after another, both *Fore Stroke* and *Back Stroke*, in a due Musical Time or Equi-distance, to render their Harmony the more Pleasant, and to make the young Practitioner the better informed to observe the *Life of Musick*, and indeed of true *Ringing*, *Time*; and therefore is called, *Round-Ringing*.

2. As in *Musick*, so in *Ringing* there are three *Con cords*, so called from their Melodious Harmony and Agreement, which Principally are these; *Thirds*, *wh. 1 3, 2 4, &c.* *Fifths*, *1 5, 2 6, &c.* *Eights*, *1 8, 2 9, 3 10, &c.* and these are the more pleasant according to the Number of Bells they are struck on, and as they are struck, whether separately or mutually. From hence *Changes* are made, which is only a Changing Place of one Note with another, so variously, as *Musick* may be heard a thousand Ways of

Harmony ; which being so obvious to common Observation, I shall not go about to Demonstrate ; for that if two may be varied two Ways, surely by the Rule of *Multiplication*, a Man may easily learn how many Times, 6, 7, 8, 9, 10, or 12 Bells Notes may be varied, which will run almost *ad infinitum*.

3. For the better observing the Ringing of *Changes*, or *Rounds*, these three Things are to be noted.

1. *The Raising true in Peal.*
2. *Ringing at a low Compass* ; and
3. *Ceasing in true Peal* : All which Threes are the most essential Parts to render a Practitioner Excellent.

1. For *Raising a Peal of Bells* true, the modern and best Practice recommends the *swiftest and quietest* possible, every one taking Assistance to raise his Bell, as its going requires ; the *lesser Bells* as *Treble* &c. being by main Strength *held down* in their first Sway (or pull) to get Time for the striking of the rest of larger Compass ; and so continued to be strongly pulled till Frame-high, and then may be slackned. The bigger, as *Tenor*, &c. must be pincht or checked over Head, that the Notes may be heard to strike roundly and handsomely. Observe that all the Notes strike round at one Pull : I do not mean the first ; but this according to the Bigness and Weightiness of your Bells. However, in raising a Peal, do not let one Bell strike before the rest, or miss when the rest do. This is contrary to the strict Rules of *true Ringing*, and this is called *Round Ringing*. Now, if you design to raise a Peal of Bells for *Changes*, you ought to raise them to a Set-pull, as the most proper for commanding the Notes, and he who is not well skilled to manage his Bell at a set pull, will be apt to drop or over-turn it, be in a Wood, and fruitlessly toil and moil himself. Therefore in practising the Setting of a Bell, cast your Eye about the other Bells.

Ropes.

opes, during your managing your own, that you may accustom yourself to manage it according to the Change.

2. For Ringing at a low Compass, is thus observed: by keeping a due *PunHum*, or beat of Time, in the successive striking one after another of every Bell; the best Ringer being set to the *Treble*, that may ride and direct the rest of the Notes in their due pleasure.

3. For ceasing a *Peal of Bells*; let them fall gradually from a set Peal, checking them only at Sally, till the low Compass renders it useless; and when so w, that for want of Compass, they can scarce strike at Back-stroke; then let the *Treble* Ringer stop, as a Signal, to notify, that the next time they come to strike at the Fore-stroke, to check them down, to hinder their striking the Back-stroke; Fore-stroke continued, 'till brought to a neat and peaceful Chime, which may be the *Fisis* to that Peal.

Thus much in short, for *Raising*, *Round Ringing*, and *Ceasing a Peal of Bells*: I come next to lead you th into that spacious Field of Variety of *Changes*, and present you with Instructions that may be merely necessary, for the right Understanding the several kinds of them.

Now in Ringing *Changes*, two of our best Senses to be employed, viz. The Ear, and the Eye: The Ear, hearing when to make a *Change*; and the Eye, directing the Bell in making it: The Bells being Object of the former, and the Bell-Ropes the object of the latter: And to render both the Eye and Ear useful in Ringing *Changes*, these Five things are thoroughly to be understood.

First, Endeavour to distinguish the Notes of a *Peal of Bells*, one from another while Ringing.

Secondly, Learn to apprehend the Places of the Bells.

Thirdly, Understand the Precedency of Notes.
 Fourthly, How to make a Change in Ringing.
 Fifthly and Lastly, How to Practise the Fore-going Notions in general.

1. To know the Notes of a Peal of Bells (which is easie in Round Ringing) in Changes thus: Get the Skill of tuning them with your Voice by imitating their Notes while Ringing. Or you are acquainted, either by yourself or Friend, with some Singing-Master, or one who has Skill in Singing; get him to instruct you in the true Pitch of any Note, and aid your distinguishing them; otherwise you may be puzzled in this, to know which is Treble, which Second, &c. as in 532641, &c.

2. To know the Places of the Notes, is no better to be apprehended than thus: The Practitioner ought to form an Idea in his Head of the Place of each Note, whether in a direct Line, or Oblique, and representing them by a Figure in his Mind, (as it were) by the Eye of the Understanding, Stroke of the Bell, as the Treble 1, Second 2, Third 3, &c. so that as the Ear is to direct him, who make the Change, so a right Apprehension of Motion and Places of the Notes, ought to be a Master to guide his Ear.

3. The Precedency of Notes, is of a very obvious Demonstration; thus, In Ringing Changes, the Fore and Back stroke successively following one another, are properly said to lie behind one another, according to their Places of Striking. Or, in short, in the Note that leads either at Fore or Back stroke, is said to lie before the rest, and the last to be behind. As the 2 is said to lie behind the 1, so it lyeth before the 3, as the 3 lyeth behind 2, so it lyeth before the 4. And so of as many as are Rung.

4. The manner of making a Change, is very common and needs no particular, but general. That it is made by moving one Note into another

Place, Up and Down, as Occasion requires; but usually made by two Notes standing one next the other, hereafter may be observed.

Lastly, In your Ringing *Changes*, these two Things in which consists the practick part of this Art) are to be rightly considered: *First*, Readily to know which two *Bells* are to make the succeeding *Change*. And *secondly*, to consider (if you are concerned in it) what *Bell* you are to follow in making it. To understand which the more perfectly, you must imprint in your Memory, the Method of the *Changes* prick'd in Figures, and to be expert likewise in setting them down divers way's, and making any *Figure* a *Hunt* at Pleasure; and thus without pausing or hesitating to consider the Course, you may throughly understand the method; the Four preceding Observations being first perfectly understood.

There are two Ways of Ringing *Changes*, viz. By *Walking* them, as the Artists stile it; or by *whole Pulls*, *half Pulls*: *Walking* is when in one *Change* the *Bells* go round, *Four*, *Six*, or *Eight* times; which is most incomparable way to improve a young Practitioner, by giving him time to consider, which two *Bells* to make the next succeeding *Change*, and in making it; what *Bell* each is to follow; so that by this means (by his Industry) he may be capable of Ringing at *whole pulls*; which is, when the *Bells* go round in a *Change* at Fore and Back-stroke; and a new *Change* is made every time they are pulled down at Sally. This was an ancient Practice, but is now laid aside; since we have learnt a more advantageous Way of hanging our *Bells*, that we can manage a *Bell* with more Ease at *Set-pull* than formerly: So that Ringing at *Half-pulls* is now the modern general Practice; that is, when one *Change* is made at Fore-stroke, another at Back-stroke, &c.

He that rings the slowest *Hunt*, ought to notify the stream *Changes*; which is, when the Leading *Bell* is pulling down, that he might make the *Change* next before

fore the extreme, he ought to say *Extreme*; by the Means, betwixt the Warning and the Extreme, there will be one compleat Change.

Of Changes, &c.

There are two kinds of *Changes*, viz. *Plain Changes*, and *Cross-peals*; which Terms do denote the Nature of them, for as the first is stiled *Plain*, so are its Methods easy; and as the second is called *Cross*, so are its Methods cross and intricate: The first have a general Method in which all the Notes (except the *Warning*) have a direct *Hunting-Course*, moving gradually under each other, plainly and uniformly: *Plain* are likewise termed *single Changes*, because there is but a single Change made in the striking all the Notes round either at Fore or Back-stroke. But the Second is various, each *Peal* differing in its Course from all others; and in *Cross-peals* as many *Changes* may be made as the Notes will permit. In short, as to *plain Changes*, I shall not dilate on them here, it being so plainly understood by every one that lately have rung a *Bell Peal*; all therefore I shall add is this, that any two Notes that strike next together may make a Change, which may be done either *single* or *double*, as you will. The *single*, by changing two Notes; and the *double*, by changing Four, i.e. Two to make one Change; two another: which is however called *One double Change*, and not *two Changes*; because 'tis made striking the Notes of the Bells once round.

But before we proceed any further, 'twill be requisite to give this general Instruction: That in all Peals for the young Practitioners more easy Learning, I shall set down some few *Changes*, as the Courses of such *Peals* will permit, thereby to acquaint him with a more easy Method of Learning the same, advising him not to adventure on too long *Peals*, 'till he be thoroughly practis'd and perfect in such ones.

No *double Change* can be made on a less Number of Bells than Four (therefore that must be first treated

and the shortest *Poul* that can be Rung on Four, is of eight *Changes*, being *Doubles* and *Singles*, and the first is *Double* and the next *Single*, and so by turns, till every Bell being hunted up and down, comes into its proper Place again, which brings the *Bells* round. By this may be learnt the Method of Hunting a *Bell*; or as may be seen the *Changes* here prick'd down, every *Bell* hunts gradually up and down, and the second and fourth *bunt* down, and the *Treble* and *Third* up, and every *Bell* leads away no more than one whole *Pull*, and lies behind any more than one whole *Pull*.

1234	
2143	3412
2413	3142
4231	1324
4321	1234

When the Practitioner is perfect in this, he may then proceed to Ring the four and twenty *Doubles* and *Singles*, wherein must be observed, that when the *Treble* leads the *Bell* in second's Place lies a whole *Pull*, and then leads, and the two *Bells* in third and fourth's Places, make a *Single Dodge*, as by the subsequent Figures may appear.

1234		
2143	3124	4132
2413	3214	4312
4231	1341	3421
4321	2431	3241
3412	4213	2344
3142	4123	2134
1324	1432	1243
1342	1423	1234

Now the true Signification or Meaning of a *Dodge* is this; any *Bell* that is coming down, and is to make a *Dodge*, must move up again one *Bell* higher, and any *Bell* that is going up, and is to make a *Dodge*, must

must come down one Bell lower, and then up or down as the Course of such Bell requires, as may be seen in the leading of the Treble at Fore-stroke in the preceding Twenty Four Changes, where the second is in third's Place coming down, and the fourth behind but at the next Change at Back-stroke, the fourth goes down into third's Place, and the second goes up behind; this may serve as an Explanation for Dodging in all Peals.

In all Peals upon five Bells there are two Hunts to wit, a whole and an Half-hunt, and for the Practitioners more easy knowing, which Bells are the whole Hunt, and the Half-hunt, the Figures representing such Bells are set down at the Beginning of each Peal.

This Peal on five Bells is thirty, wherein every Bell has an Hunting Course, 'till the Treble has done leading, and then the Bell in third's Place lies still, and the two hindmost Bells make a single Dodge, and proceed in their Hunting Course again as in the thirty Changes.

Hunts 1 2.

12345	21543	21435
21354	21543	21435
23145	25134	24153
32415	52314	42513
34251	33241	45231
43521	35421	54321
45312	34512	53412
54132	43152	35142
51423	41325	31524
15243	14235	13254
12534	12453	12345

Of Cross-Peals.

Or in these Cross-Peals, we must observe the Principal Movement, which sets the whole Frame a going, that is called the Hunt, which hath one constant and uniform Motion throughout the Peal, and different in

or down, or sideways, or in any other Note; and indeed by this the whole Course of the Peal is steer'd. This keeps a continual Motion through the other Notes, i. e. from leading, to strike behind, and from thence again to Lead; which is called one *compleat Course*.

Some Peals upon five Bells consist of single Courses, wherein are ten Changes, and twelve Courses make the Peal. Others upon Five, consist of double Courses, wherein are 20 Changes to every Course, and six Courses in the Peal.

Upon six Bells there are likewise single and double Courses, viz. Twelve Changes in every single Course, as in *Grandfire-bob*, &c. and Twenty four Changes in every double Course, as in *College Bobs*, that being the first Change of every Course, wherein the Hunt leaves Leading: In short, judiciously observe the first Course of any *Cross-peal*, and you will soon see the general Method of the whole Peal: All Courses in Cross-peals agreeing in these following three Respects. First, *In the Motion of the Hunt*. Secondly, *In the Motion of the rest of the Notes*. And Thirdly, *In making the Changes*. Which three things being well (to omit instance of Demonstration) and narrowly observed, will be very helpful both in pricking and ringing Courses; the first and third for directing you in pricking them, and the first and second in ringing them.

There is one Difficulty to be removed e'er I can come to prick down those Peals I design to be the Subject of the Discourse of this Epitomy, and that is, *How to make the first Changes at the Beginning of each Peal*. I mean to make the *Second, Third, Fourth, &c. whole Hunts*, and this in short is thus directed: In any *Cross Peal* the *whole Hunt* may move either up or down at the beginning; and the Motion of the *whole Hunt*, in the first Course of each of the following Peals will direct the first Motion of any *Cross-Hunt*, and by Consequence of making the first Changes in that Peal, taking along with you this Observation,

That

That whosoever the first Change of any Peal happens to be *single*, it must be made at the back stroke to prevent cutting *Compass*; and the like, when double Change happens first in a Peal of *Triples* or *Doubles*: But when it happens, that the first Change is made at the Back-stroke, then Consequently the Bells at the End of the Peal will come round at Fore-stroke Change.

I shall omit speaking to any of the several Peals, *Four* or *Five Bells*; for that in my Opinion little *Music* is heard, though much *Practical Observation* made from them; and therefore shall begin with *Grandfire-Bob*, as having mentioned it but just before in my general View I made of *Cross-peals*.

Grandfire-Bob.

Bob Changes take their Name from this, *viz.* When the *Treble* leads in the *Second* and *Third*, and the *Fourth* and *Sixth's* Places, then they are called *Bob Changes*. In Ringing which you are to observe these Rules,

Whatsoever Bells you follow when you *Hunt* the same Bells in the same order you must follow *Hunting down*; as in the Changes here prick'd where the *Treble* hunting up, *first* follows *second*, then *fourth*, and then *sixth*; when it comes behind, *first* follows *second*, in hunting down *fourth*; and when hunting up follows *sixth* in the same Order. The like may be observed in Ringing any other Bells, with this Difference betwixt the whole *Hunt* and the rest, *viz.* Every time the whole *Hunt* leaves the *Treble's* Place, and hunts up, it followeth different Bells, from what it did at its first hunting up.

In the ensuing Peal here prick'd, are *Eighteen* *Single Changes*, wanting one. It may be rung with *Hunts*, and begin the Changes *Triple* and *Double*. You may make your extream at the *first*, *second*, *third single Bob*; or the *first*, *second*; or *third* till that the *half* and *Quarter Hunts* dodge behind; *single* must be made behind in either of these.

123
214
241
426
4625
6452
6543
5634
5361
3516
3152
1325
1352
3125
3214
23416
24361
42635
46253
64521
65412
56143
51634
15362
15634
51362
53126
35214
325416
234561
243651
426315
462135
641253
614523
165432
bob.

123456	156423	321645	124536	—
—	514632	236154	125463	136524
214365	541362	263514	—	135642
241535	453126	625341	152643	—
426153	435216	652431	156234	153462
462513	342561	564213	—	bob.
645231	324651	564123	165324	135426
654321	236415	451632	163542	—
563412	263145	4153^2	—	153246
536142	621354	143526	136452	152364
351624	612345	bob.	bob.	—
315264	165243	134562	163425	125634
132546	162534	315426	—	126543
135264	515243	351246	136245	—
312546	551423	532161	132654	162453
321456	564132	523614	—	164235
234165	546312	256341	123564	—
243615	453621	265431	125346	146225
426351	435201	624513	—	bob.
462531	342516	642153	152436	164352
645213	324156	461235	154263	—
654123	231465	416325	—	146532
561432	213645	143552	145623	bob.
516342	126354	bob.	bob.	164523
153624	123654	134625	154632	—
156342	216354	316452	—	146253
513624	261534	361542	145362	142635
531264	625143	635124	bob.	—
352146	652413	653214	154326	124365
325416	564231	562341	—	—
234561	546321	526431	145236	123456
243651	453612	254613	142563	—
426315	435162	245163	—	—
462135	341526	421536	124653	—
641253	314256	412356	126435	—
614523	132465	143265	—	—
165432	134256	142356	162345	—
bob.	312465	—	163254	—

Thus

Thus much for *Grandfire-bob*; I shall next consider what *London Peals* I think most harmonious and agreeable, without troubling my self to go to *Oxford*, *Norwich*, *Tingham*, or *Reading*, to enquire after their different Methods of Peals, as indeed needless; and my Reason is this: Because I think the same Rules for Peals are suitable to our *London Genius*, may challenge a wise an Acceptance amongst other Cities; provided their Steeples are furnished with as many, and as good Bells, and their Belfrey's with as ingenious and expert Ringers as here in *London*.

I shall begin then with Peals upon Six Bells, herein in order, measure out the Delights on *Peal* from Six to Eight Bells, and setting out early, present you with

The Morning Exercise.

Doubles and Singles. The whole *Hunt* is *Treble*, which hunteth up into the *Second*, *Third*, and *Fourth Places*, lying twice in each; and lieth still in the *sixth Place*, having dodged behind, and makes another, and then *Hunts* down as it *Hunts* up, and then leads four Times. Observing the manner of its Pricking, and its Practice may excuse further defining it.

123456	154613	164352	<i>bob.</i>	—	136
—	256431	164325	153426	146532	—
213455	256413	—	153462	146523	139
213456	265143	163452	—	146523	139
231465	265134	163425	152643	145632	—
231456	265143	—	152634	145623	139
234165	261534	165243	125643	—	139
234156	216543	165234	125624	143265	12
243516	216534	156243	—	143256	12
243561	126543	156234	124365	134265	465
245316	126534	—	124356	134256	456
245361	162543	154326	142365	—	465
254631	162534	154362	142356	136524	456
					3516 45

his will go 120 Changes, and by making Bobs,
360, 270.

A Cure for Melancholly.

Doubles and Singles.

should think it needless to explain the Method of
old Peals, and give a large Definition of them,
in their plain Demonstration might be sufficient;
ever, as the old Phrase is, *Because 'tis usual,*
nothing shall be said of this too.

The Treble is the whole *Hunt*, as in the former,
leads four Times, and lieth behind as many, and
ce in every other Place; the two Bells in the 3d
4th Places continue dodging, when the Treble
es out of the 4th Place, until it comes down there
n, and then the two hindmost dodge, 'till the
ble displacesthem, who maketh every double
ange, except when it lieth behind, and then the
ble is on the four first, and on the four last when it
s. Every single (except when the Treble lies there)
n the 5th and 6th Places; or if possessed by the
ble, then in the 3d and 4th Places: Every Bell
ept the Treble) lies four times in the second Place;
enough; *A Word is enough to the Wise.* See it
Decypherd:

32	3456	245316	451236	156423	134652	125643
23	13	243561	451263	156432	134625	125634
55	13	245361	415236	bob.		126543
12	3456	423561	415263	165423	162345	
55	12	425361	145236	165432	162354	154263
56	456	433516	145263		163245	154236
165	4165	425316	142536	143652	165254	152463
24	156	452136	142563	143625		152436
	3516	452163		bob.	125634	

143526	134562	bob.	132654	123	136245
143562	156423	165423	132645	124365	136254
bob.	156432	165432	136254	124356	163245
134526	156432		136245	123465	163254

This will go Six Score Changes, but by many Bobs, it will go 240, 360, or 720. The Double Change at the leading of the Treble, in the Bell in the 4th Place lieth still.

London Nightingale.

Doubles and Singles.

The Whole Hunt is the Treble, who lieth Times before, and as many behind, and twice in other Place: The two hind Bells continue dodging when the Treble moves down out of the Fifth Place 'till he comes there again, the Bell in the Fourth Place lying still all the while: When the two hind Bells foresaid leave dodging, then the two first Bells leave their Dodging Places, 'till dispossessed again, by the Return of the said hind Bells to their Dodging Places, then they cease.

123456	243561	451263	162543	134526	123511
213456	423561	415235	162534	bob.	46315
213456	245361	145263		135462	136511
231465	425361	145263	153642		14365
231456	245316	154235	bob.	142356	31456
234165	425316	154263	156324	14236	24165
234156	452136		156342	124356	21455
243516	452163	126543		124305	34165
423516	451236	126534	134562		43615

whole
Nightingale

136245	125643	bob.	bob.	123455
136254	152634	165423	146352	123456
163245	152643	165432	146325	
163254				
	164523	143652	132465	
125634	164532	143625	132456	

is will go 120, and by making *Bobs*, 240, 360,

College Bobs.

this *Bob*, when the *Treble* leaves the two *Hind* they dodge 'till it comes there again, and 'till *Treble* gives Way for the dodging again of the said *Hind Bells*, the two *First Bells* dodge, but after dodging when the two *Hind Bells* doged.

23456	423615	412653		
	243651	423635	152364	165324
14365	426315	246153	135245	bob.
24356	462135	241635	153246	156342
13465	641253	426153		
31456	642135	462413	126543	132546
24165	461253	6c.	125034	132564
21456	416235	165432		
34165	142653	bob.	164235	134355
43615	412635	156423	162453	123456
26351	146253			
46315	142635	143526	143652	
13651	416253	bob.	bob.	
46351	146235	134562	34625	

The City Delight.

Doubles and Singles.

whole Hunt is the *Treble*, and lieth as before *Nightingale*: When the *Treble* moves out of the

the 3d Place, the Singles are made in the 2d and place, 'till the Treble repossesses his 3d place, then behind, 'till it moves up again out of the place. The Two hind Bells dodge when the Treble moves out of the 5th place, 'till he returns again to the 4th place lying still all the while.

123456	264351	154362	162534	143165
—	265413	bob	162543	143256
213465	256413	153425	126534	134265
213456	265143	153462	126543	134256
231465	256143	—	—	—
231456	251634	156234	124365	135641
034165	251643	156243	124356	135634
234156	215634	165234	142365	bob.
234156	215643	165243	142356	136542
034615	123634	164352	—	136524
243615	125643	164325	145623	132465
243615	252634	bob.	145632	132456
246351	152643	163452	bob.	132456
264351	—	163425	146523	123465
246531	154326	146532	146532	123456

This will go as many Changes as the last mentioned by making Bobs. And here I will shut up this Peal upon Six Bells with

The Evening Delight.

Doubles and Singles.

The whole Hunt is the Treble, and lies as specified, with this Exception only: That it is in the 2d and 3d Places, every time it Hunts down. Observe when Treble goes to lead, and off leading, the Bells in the 3d and 4th Places &c. Note the pricking this Peal.

123456	254163	162453	153462	156342
—	245163	—	—	—
213465	241536	126453	235462	153624
231465	214536	bob.	253642	135624
213645	241356	162435	135642	133264
231645	214356	126435	—	135264
236154	124365	—	136524	—
235154	142365	124613	163524	132546
236514	124635	142653	bob	123546
263514	142635	14563	136542	132456
265314	—	142563	163542	123456
25634	146253	—	—	—
16431	164235	145236	165324	—
256431	bob.	154236	156324	—
254163	146253	145326	bob.	—
425613	164235	154326	165342	—

This Peal will go 123 Changes, and by making Bobs, many as above.

Note that in all the foregoing Peals upon Six Bells, Bobs are double Changes, and made always at the endings of the whole Hunt. He that rings the *half* Hunt, may best call *Bob* in all Peals.

come now to the Changes upon Seven Bells, which tho' the seldom Practice of them might excuse my omitting them; yet because I promised to somewhat of them, I shall be as good as my word, (the Character of an honest Man) and present you with a Couple of Examples, and then proceed to Peals upon Eight: But this I must crave leave to Premise, That variety of Changes may be prick'd upon Seven Bells, as Triples and Doubles, triple Doubles and Single Doubles, &c. and the Methods may be prick'd upon Seven, as may be upon Five, the true Difference of Proportion being observed; but to proceed.

Dodging Triples.

Triples and Doubles, and indeed all Peals up to Six, may likewise go upon Seven Bells; Thus,

1234567		
2143576	4523571	3514276
2415367	5432761	3152467
4251376	4523716	1325476
4523167	5432176	1352746
5432617	5341267	

Plain Triples.

1234567		
2143657	6745231	3517264
2416375	7654321	3152746
4261735	7563412	1325476
4627153	5736142	
6472513	5371624	

In this all the Bells have a Hunting Course.

College Triples, dodging before and behind.

1234567		
2143576	2467315	4176235
2415367	4276135	4712653
4251376	3471653	7421635
2453167	4217635	4726153
4235617	4126753	7462513
2436571	2462735	4765231
4263751	1467253	

This Peal thus prick'd, will go 84 Changes, and the Treble leading, and the *Half Hunt* lying next it, and a parting Change (which is a Double on the four middlemost of the Six hind Bells) being made, will go 420, and by making *Bobs* 5040. Thus much shall suffice for Peals upon Seven Bells, proceed to Changes upon Eight.

Peals of Eight Bells.

Without amusing ourselves with what Notes are most *Musical*, to *lie-behind*, we will come to the latter of Fact; for those Methods of Peals that are prick'd on Six, may be the same upon Eight, observing only, That Triples and Doubles upon Six, must be Quadruples and Triples upon Eight.

The next that comes to our Observation, and answers to what we first hinted at in the Beginning of this Discourse of Peals upon Eight Bells, I mean *Precedency in Title*, is the

Bob Major.

Plain Quadruples and Triples.

In this all the Bells have a direct *Hunting Course*, till the Treble leads and then the six hindmost Bells change.

12345678		
21436587	86745231	35172846
24163857	87654321	31527486
42618375	78563412	13254768
46281735	75836142	31527486
64827513	57381624	
68472513	53718264	

E

By

By this Method this will go 112. And by making *Bobs*, 224, 336, or 672. The *Bob* is a *Triple Change*, by making two *Extreams*, it will go 1344, and with four *Extreams*, 2688.

All *Peals* upon Six Bells, wherein half the Changes are *Triples*, will go upon Eight according to the Method before-going, thus, If it be a *Peal* upon Six, consisting of 360, or 720 Changes, then there must be five *Hunts* in the Ringing of it upon *Eight*, the *Treble* being the *First*, 2 the *Second*, &c.

This

College Bob Major.

Quadruples and Triples.

There are Four Ways of pricking these. The first hath single Dodging behind, and is thus Peal'd.

The First.

12345678		
21436587	56348271	78136542
24163578	53684721	71865324
42615387	35864721	17685324
46251378	38576124	16758342
64523187	83751624	
65432817	87315642	

This
th thus

The Second.

This hath single Dodging before and behind, the prick'd.

123456

12345678

21436587

24163578

42615387

24651378

42563187

65432817

42358671

24385761

42837516

24872156

42781365

24718356

42173865

41237856

14328765

13482756

The Third.

This hath double Dodging behind, thus prick'd.

12345678

21436587

24135678

42316587

43261578

34625187

36452817

63548271

65384721

56837412

58673142

85761324

87516343

78153624

71856343

17583624

15786342

The Fourth.

This hath double Dodging before and behind, thus,

12345678

21436587

24135678

42316587

24361578

42635187

24365817

42638571

24368751

42637815

24367185

42631758

24613785

42167358

41263715

14627358

16423785

These may be prick'd several other ways, but that I omit here for Brevity sake; the *Dodging* is without Intermission, except an Hindrance comes by the *Treble*; as likewise between two Bells, untill *Treble* parts the Fray. The *Bobs* are *Triple Changes*, as the *Treble* leads; in the 1st, 2^d, and 6th; the *Bell* in the 4th Place lies still at the *Bobs*, and in the 3^d, 4th and 5th, that in the 2^d Place lies still.

Each of these will go 132 Changes, and by making *Bobs* 214, 336, or 672.

College Triples, dodging both before and behind.

This Peal is the same for *Bobs*, as the *Bob Major*, and will go as many Changes by making *Bobs*, or otherwise, as any of the foregoing Four, and is thus Peal'd.

12345678		
21436587	42568371	42157836
2453678	24586731	41275863
4213687	45587613	14725836
24531678	24578163	17492863
42136187	42571863	
24563817	24587863	

The Wild-Goose-Chase Triples.

The Explanation shall follow the Peal, intending here to put an End to my *Epitome* of the *Art of Ringing*, and therefore shall present you with the prick'd thus.

3 2 3 4 5 6 7 8	3 7 6 2 3 4 8 1	1 3 3 2 7 6 8 4
6 5 3 2 7 1 8 4	7 3 2 6 5 4 1 8	1 3 5 7 2 6 4 8
2 1 5 3 6 7 8 4	7 2 3 5 6 1 4 8	3 1 7 5 2 6 8 4
2 5 1 3 7 4 8	2 7 5 3 1 6 8 4	3 7 1 2 5 6 4 8
5 2 6 1 3 7 8 4	2 5 7 1 3 6 4 8	7 3 2 1 5 6 8 4
5 6 2 3 1 7 4 8	5 2 1 7 3 6 8 4	9 0 3 5 1 6 4 8
6 3 5 7 2 8 7 4	5 1 2 3 7 6 4 8	
3 6 7 5 8 2 4 1		

In this Change the 4th Bell must first hunt up into the Seventh's Place, and then the 4th and 8th always dodge behind throughout the Peal, unless when obstructed by the Treble. The Bell that moves up to the 6th Place, when the Treble moves thence own, lies still there, 'till displaced by the Treble; during which Time the two hind Bells dodge, and the first go a perfect *Hunting-Course*. And when likewise the Treble moveth out of the 5th Place, the first Bells go a *Hunting-Course*, 'till it comes own there again: By this Method it will go 80 changes, and by *Bobs*, 160, 240, or 480. The *Bob* made as in the foregoing Changes.

And here I thought to make an End of the *Art of Ringing*, but *Cynthius aurem ussis*, the young practitioner, whose only Information is hereby aimed, plucks me by the Sleeve, and tells me in the Ear, at tho' Peals upon Six, as *Triples* and *Doubles*, &c. make excellent Musick upon Eight Bells, 4 8, 6 8, 1, or 1 8, lying behind: Or, *Triples* and *Doubles* upon the six middle Bells, the *Tenor* lying behind; but for him who is not arrived to such a Perfection Skill, as to Ring these compleat Peals, the most proper and easy for him are *Set-Changes*, which are founded on these *Grounds*.

First, Placing the *Bells* *Fifths*; thus the 4 must be done up behind the 7, the 3d behind the 6th, and the 2d behind the 5th; or the one may Hunt down Bouts under the other, as the 5 under the 2, the 6 under the 3, and 7 under 4: Or if you will, first let a *Sing* next a *Double*, and then a *Triple Change* be made in the middle *Bells*, all coming to the same Effect; then the Changes will lie *Fifths*; thus, 1 5, 2 6, 3 4 8. In the Peal four *Concords* are to be regar'd; the first 1 5, the second 2 6, the third 3 4, and the fourth 4 8.

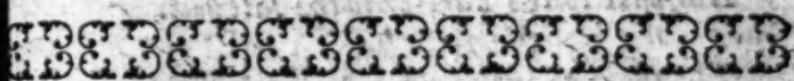
These four *Concords* may go the Methods of Changes upon four *Bells*; 1 5 being taken for the *Treble*; 2 6 for the *Second*; 3 6 for the *Third*; and 4 8 for the *Fourth*; and the *Concords* may change Places with one another, as you list. In which this Observation is highly necessary, that the *Notes* of every *Concord* must constantly attend each other in their Motion; that is, whenever one of the two *Notes* moves, the other must follow it.

Or, Secondly, Place the *Bells* *Tbirds*, thus; The 6 4 and 2 must Hunt up, or else the 3 5 7 down; otherwise on the middlemost *Bells* let a *Triple*, *Double*, or *Single Change* be made are to no Effect; and then the *Bells* will lie *Tbirds*; thus, 1 3, 5 7, 2 4, 6 8. Herein are Four *Concord* *Observable*; as in the former Peal, viz. 1 3, 5 7, 2 4, 6 8. These *Concords* may go the Methods of any Changes upon Four *Bells*; 1 3 being taken for the *Treble*, 5 7 for the *Second*, 2 4 for the *Third*, and 6 8 for the *Fourth*; moving the same manner as before shewed.

By these *Grounds* variety of excellent and musical Changes are to be rung; any *Concord* may be made to Hunt, and to move up and down at the Beginning.

In Ringing these *Set Changes*, the Note will sometimes *Fifths*, sometimes *Tbirds*, and both, then to *Clam* them is admirable Musick; *Clam* is, when each *Concord* strike together; which be-

4 Musick done true, the 8 will strike as but 4 Bells, and make
 5th, in a melodious Harmony. You may Clam two or three
 6th, and then strike as many Times open alterna-
 6th, tively, one Clam one Pull; and open the next.



*Vocal MUSICK: Or, Plain and Easy
 Directions to Sing by Notes, wherein with a
 little Help, any one who is Musically given,
 may be perfected in a short Time.*

MUSICK, especially Vocal, has been of such high Esteem in all Ages, that it is accounted no less than a Divine Science; producing such Concordance and Harmony, that it cheareth and rejoiceth the Hearts of Men, and is delightful to every Creature. It is certainly an Addition to the Joy in Heaven, where the Saints and Angels sing Halleluja's and Songs of Praises before the Throne of God. St. Austin tells us, that it is the Gift of God to Men as well as to Angels, and a Representation and Admonition of the sweet Consent and Harmony which his Wisdom hath made in the Creation and Administration of the World. But not to Prologue on what every where so much commends itself, I shall sum up what in that Nature is expedient in a few Verses, and so proceed to the Subject latter, viz.

*Nature, which is the vast Creation's Soul,
 That steady curious Agent in the whole,
 The Art of Heaven, the Order of this Frame
 Is only Musick in another Name:
 And as some King Conqu'ring what was his own,
 Hath choice of various Titles to his Crown,
 So Harmony on this Score now, that then,
 Tet still is all that takes and governs Men:*

*Beauty is but Composure, and we find
Content is but the Concord of the Mind;
Friendship the Unison of well-tun'd Hearts,
Honour the Eborus of the noblest Parts:
And all the World's Good on which we can rest,
Is Musick to the Ear, or to the Intellect.*

There are to make up a Musical Harmony, computed seven Notes; now in the easiest way express'd by the 7 Letters of the Alphabet, viz. *A, B, C, D, E, F, G.* And if it so fall out, that a Voice or Music gradually rise or fall more than Seven Notes; the subsequent 8th, 9th, or 10th, will in the same order proceed, bearing the like Relation each to the other, the 1st, 2d, 3d, &c. to which they respectively are *Eights.* And so that from hence every Eighth Note being in Nature alike, is called by the Name of that to which it is an Eighth; however above or below it. And for the better understanding the various Musical Compositions out of these Notes, Musicians have devised and made use of Lines and Characters, that as Language, they may be understood and communicated by Book; for the Instruction of the Unlearn'd: As the following Introductory Example, you will perceive.



In this Example, before I come nearer to Particulars in general, observe first, that those Characters, observe at the Beginning of the Lines, are term'd *Claves*, or *Claves*, Keys to open and signify what Part of the Pitch of Voice, viz. the *Treble*, *Mean*, or *Basse*, properly the Notes belong to; as likewise on what Line or Space the 7 Letters expressing the Notes are placed.

nd then again the Five Lines and Spaces between them are useful, as Steps or Gradations whereon the Degrees of Sound are to be expressed, or the Notes ascending and descending: Then Thirdly, the Characters placed on the five Lines, express the Notes themselves, or stand for them; and their Difference in Form signify their Qualiy, whether they be longer or shorter.

Your Care must therefore be in this, and the Chapters following, to consider well in the first Place, the *Amut*, to learn the Use of the Cliffs: Next to that, the Names of the Lines and Spaces, whereby you may readily know how to call a Note, as it stands on any of the Lines; and thirdly, how you shoulld sing those Notes in right Tune, as well by Degrees as Leaps; and last of all, to give each Note its due Quantity of time.

This in general, being observed, and seriously weigh'd; that you may take a Prospect of your Task, from it proceed to the *Gamut*, so far as I think necessary to my present Design, which is to let you understand by it the use of the Cliffs, with the Order and Distances of the Notes, as the Parts in a Body together.

The Consistence of this Scale is of Eleven Lines, with the intermediate Spaces, and contains the Places of all the Notes that are made use of Ordinarily in Vocal Musick. In the first Column you will find placed the old Notes, being set down that you may see what they are. And in the second Column, you are shew'd which of the Seven Letters properly belongs to each Line and Space. The Third Column contains the Cliffs, or sign'd Keys demonstrating how many Degrees of Notes they are one above another, which once circumspectly observed and known, the other Degrees and Distances are with more Ease computed. And here

The Gamut or Scale of MUSIC

F	S
E la	F e
D fa sol	C c
B fa x mi	A a
G la mi re	D f
G fa re ut	C D
F fa ut	C B
E la mi	A
D la sol re	F G
C sol re ut	E
B fa x mi	D C
A la mi re	B A
G fa re ut	G
F fa ut	
E la mi	
D fa ut	
C fa ut	
B mi	
A re	
T Gamut	

Five of these Lines, with their Spaces, are sufficient for the pricking down any Tune, for them in Reason this Scale is divided into three Parts or Spaces, and are three compas'd in with Arch'd Lines; and of these common lowermost Five are proper, and belonging to the first Bass, and are known by this Mark on the Line and the Spaces, F usually, therefore call'd the F Fa ut Cliff or Key, and the because it opens to us the Letters standing on the Letters, Lines and Spaces, as in the ensuing Chapter will appear. As for the uppermost five Lines, they contain the highest of the Notes, and so belong to the Treble, and this

or the highest Part — The Key to which is mark'd in this Manner ; — and so netimes G. s. on the lower Line but one. 

The middle Part  or Tenor, usually takes in two of the upper Treble Lines ; also two of the Bass Lines, that in the middle only  being proper to itself, known by this Mark  plac'd on it for the Cliff or Key, its Place being  properly in the middle Line ; however, it is many times placed on one or other of the other Lines ; and note which ever the Cliff stands on, that Line is the Place of C, and accordingly the other Lines are to be reckon'd : Sometimes likewise we find the Bass Cliff is remov'd to the middle Line, and upon such Removal the Line is F, &c. and tho' this manner of shifting the Cliff is troublesome, yet Custom and Practice having made the knowing of them necessary, you ought to be very well understanding in the Manner of them, if you would be well skill'd in Vocal or Instrumental Musick.

The Names of the Lines and Spaces.

Having thus far plainly proceeded to introduce the Beginner or Learner, I now lead a Step further to the Names of the Lines and Spaces, which is a Thing very material in the Beginning of Learning. For in the Gamut having seen how the Notes lie together in a Body, it will be proper to know how you must take for them into Parts according to the several Cliffs, which are three in Number, three beginning usually, as most of them commonly with the uppermost. And in these your first Care will be to learn the Names of the Lines and Spaces, which are opened to you by the Cliff or Key ; and these are in Number Seven, expressed in the Seven Letters, A, B, C, D, E, F, G, which for a more perfect Sound's sake, and other Reasons to be given, you must pronounce or call La, B, C, D, Le, Fa, G, the T and this Fa must be pronounce'd broad, &c.

These

These and the like Names the Notes receive for two Reasons; the first is, because the Voice is best sent forth in expressing some Syllable; as likewise that this Number of Notes might be known by as many distinct Names: As for their Places in the Cliffs, see the Plate following.

And it will be very necessary, That you should begin with and keep to one *Cliff* at the first, as pleases you to chuse, or either of the three best agree with your Voice for a high or low Pitch,

• 142

Having gone through all the Rules, and being perfect in that, then it is fit you should proceed to the other. There is no need you should meddle or trouble yourself with the *Tenor* or *C Cliff*, because it keeps no certain Place; you must observe however, before you go further, to be ready at naming the Lines and spaces, so readily to tell, as soon as you look on them, what Letter any Line or Space is called or named by.

As for the rest, the *Cliff* leads you to them, for beginning there, and ascending, you will find the Letters lying in Order; and in descending, it is only your naming them backwards.

The dash Lines, which you perceive above and below, are added only when the Notes ascend above the *Staff*, or descend below it.

Directions as to the Distances of one Note from another, as to Sound.

In this Case the Distances are not all equal, but at in the rising and falling of any Eight Notes, there are two lesser Distances; and these are named *mitones*, or the *Half Notes*, which must be well learned and known, in remarking their Places in the *Staff* of Lines; and the better to have them in our Memory at all Times, take a Rule from certain Lines that point at their Places, *viz.*

In every *Ottave* there are half Notes two,
Which do to us their proper Places shew;
One half Note you will find from B. to C,
The other half one lies 'twixt E. and L.

The *Ottave* mention'd as an Eighth, and this Rule denotes the ordinary Places where you are to sing the Half Notes, when there are no Flats or sharps placed or set in the Lines, *viz.* between B. and L.

and *Ce*, and 'twixt *Le* and *Fa*; these ~~are~~ Flats ~~are~~ Sharps you will find thus marked, ~~and~~ and when the Semitones, or Half Notes are shifted, they are known by them when they are found upon the Line.

Observe, that in these Staves or Lines, you find Notes gradually ascending, of which the Pairs marked with Arches are half a Note distant.



Observe that in these Staves or Lines, you find the Notes Gradually Ascending, of which the Pairs marked with Arches are half a Note distant.

G.	This Marginal Figure shews to Eye the Distance of the Seven Notes one from another, the Letters Guiding or Directing to the Particulars, when you perceive <i>B</i> , <i>Ce</i> , and <i>Le</i> , <i>Fa</i> , <i>Si</i> , near unto the rest, so must their Sounds be nearer when you come to them in your Voice in Harmony, <i>Ce</i> , and <i>Fa</i> are better to express with your Voice, so observe the Difference between
F.	and whole Distances of Notes, Sing often over
E.	Six Monasyllables, <i>viz.</i> <i>One</i> , <i>Two</i> , <i>Three</i> , <i>Four</i> , <i>Five</i> , <i>Six</i> , distinctly, as is to be observed in the Tunes of the Six Bells; and when you have done it many Times, Sing only <i>One</i> , <i>Two</i> , <i>Three</i> , <i>Four</i> , and there stop, repeating <i>Three</i> , <i>Four</i> by themselves, for they are Semitones distant in Sound, and the rest are alone, whole Note distant each from the next; so that
D.	
C.	
B.	
A.	
G.	

little Judicial Observation you will perceive the Three and Four Bells to be a lesser Distance in Sound than the other.

The Figures or Numbers, 1, 2, 3, 4, 5, 6, in the foregoing Marginal Figures, shew the several Distances to the Eye of the six Notes where *Le* is the first, *D* the second, &c. and the third and fourth are *Ces*, *Be*, distant half a Note or Tune.

Directions for the Tuning of Notes, &c.

The properest and most easy way for Tuning your Notes rightly, must be considered either in following the Voice of one skill'd in Musick, or Singing, or some such Tuned Instrument, as is accommodated with Frets or Keys which are the readiest and only ways as yet made use of by Practitioners. That of a Master being most common, but where none of these can be had by the Party desirous to Learn, I shall lay down the following Directions, which will very much Instruct one that hath a Musical Ear, especially such a one as has heard, and can sing the Notes of the Six Bells, of which I presume, there are few, whose Genius leads them to the Science of Musick, are ignorant.

Let me put then, Supposing that you can Sing, *One*, *Two*, *Three*, *Four*, *Five*, *Six*, right; then shall I by the Help of these Notes, proceed to set you further in the Right, and lead you to all the rest.

Consider well then, that beginning to Sing the first Note, let it stand on what Line or Space it will, you may sing it with what Tune you think fit, either high or low, (as to the Pitch of your Voice) but with this Caution, that you reckon how many Notes you have above or below it, that your Voice in its Pitch may be so managed as to reach them both without queaking or Grumbling, or any harsh or rough Incency of Sound.

For applying which Six Notes, observe this Example;

Make your Beginning with the first *Bar*, and with high Voice sing the six Notes you view on the *Staff*, divers Times calling them over by the Number, viz. *One, Two, Three, Four, Five, Six*, as in the foregoing Section; when that is done Sing the same Notes by their Names, viz. *La, G, Fa, Le, D, G*, in the Tune of Six Bells.

2. In the second and third *Bars*, you must Sing the first Notes of the Six by themselves, forward and backward: Repeat all Six in the fourth *Bar*, and the fifth and sixth *Bars*. Let the two last Notes be beaten, *viz.* *D*, *Ce*, forward and backward, and these Notes are a whole Tone distant, and by often beating these Notes in the second, third, fourth, and fifth *Bars*, you will be better capable to know, in the *Bar* distinguishing their Distance from the Lesser.



7



7

In the seventh *Bar*, repeat the last three often over all the Six. First, down, *Le*, *D*, *Ce*, *Le*, *D*, *Ce*, and then proceed backwards, as *Ce*, *D*, *Le*, *Ce*, *Le*, &c.



8

9



Observe in this Eighth *Bar*, after all six, often repeat the four first, as, *La*, *G*, *Fa*, *Le*, and when sing them particularly, observe the two Notes *Le*, by reason their Distance is a *Semitone*; therefore you must take Notice in the Ninth *Bar* sing them by themselves so many Times as you can conveniently fix them in your Memory, as to their Distance; for in this you will find it somewhat difficult

difficult to sing the half Notes true in their proper Places.

Observe here in the Tenth Bar, to sing the four Notes in their Order downwards and upwards, in the Eleventh Bar you must first sing the six Notes in their proper Order: After this, repeat the last Notes, *viz.* *Fa, Le, D, Ce,* taking Notice to leave out the two first Notes, *viz. La, G,* continually observing to mark the Semitone between *Fa,* which two Notes you must sing by themselves in the Twelfth Bar.

Take Notice now further, that in the thirteenth Bar you sing *Fa, Le, D, Ce,* down and up, as you find them pricked, and observe especially the last, *viz. Fa, Le, Fa,* for this Reason, *viz.* this is a common Close or Ending of Tunes.

Also observe, if in any Place you doubt you right a repeated part of the six Notes, premis: are noted in the Eleventh and Thirteenth Bars:

heir proper parts, the six Notes be sung over again in order, and so proceed distinctly to try at the Parts themselves.

The Second Example.

1 Bar.



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You having now gone over the former Examples, must proceed by the same Clue of Six Notes to descend three Gradations or Steps lower, *viz.* to which is to the second Note of the first Six, an *Octave*, or Eighth.

First then, in the first Bar you must begin with high Pitch in your Voice, and so having sung, as in the former Examples, *La, B, Fa, Le, D, C*, but *La*, and only sing the *Five* last: Then repeat three in the second Bar, *viz.* the three last, *La, Ce, Ge*, calling them now not by those Names, but that of *One, Two, Three*, and though the Names alter'd, you must not alter the Tune or Tone.

Having thus proceeded, observe in the third Bar to sing the Six Notes from *Le* to *G*, naming them the Bells, *One, Two, Three, Four, Five, Six*: such a manner, that the three first of these Notes be *One, Two, Three*, the same with the three last of the former Examples; after, as I said, you have sung them as the Bells, *viz.* *One, Two, Three, Four, Five, Six*, at least four or five Times, then as often sing them again by their proper Names, *viz. Le, D, B, Ge, La, G*.

Observe again, that in the fourth Bar you sing four first Notes, *La, D, Ce, B*, about four Times over; after that repeat *Ce, B*, by themselves, taking good Notice of their Distance or Differences, which is a Semitone like to *Fa, Le*, above, &c.

Consider once more, as to this Example, as to the fifth Bar, after all the six are sung by you, repeat the last four, *viz. Ce, B, La, G*, do it often over, keeping them up in the same Tone they had in all six, which means *Ce* and *B* will be distant half a Note, whereupon sing them backward, *viz. G, La, B, Ce*, and at the End repeat *D, Ce*, as you did *Le, Fa* at the thirteenth Bar before set down.

Observe, as



Observe further now in these Six Bars, that when
you have sung all six in order, sing the three first *Le*,
and there stop; then proceed to sing those three
again in the same Tune, not calling them *Le*, *D*,
Three, *Four*, *Five*; do it several times, and so
on to the Seventh Bar, adding two Notes above,
sing them on the five Bells, viz. *One*, *Two*, *Three*,
Four, *Five*, three or four times; then call them by
Names, viz. *G*, *F*, *Le*, *D*, *Ce*, then proceed to
the eighth Bar, and add to the other five, *D*, *La*, *G*,
make up an *Octave*, keeping in your Mind the Di-
stance, as you sing them in the former Examples; and
by

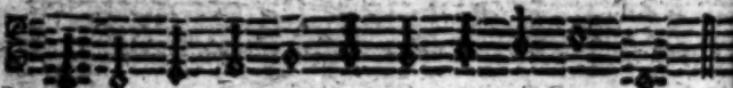
by this means you have the whole *Ottave* or Eight Notes from *G* to *G*, which must be practised down and up, and when you are perfect in it, so as to have your Distances true with the *Semitones* in their right Places, the following Directions will lead you through the rest of the Notes to Sing any other *Ottave*, beginning at any other Letter.



9

10

Begin at *Le* again in the Ninth Bar, and begin six Notes, *viz.* *Le*, *D*, *Ce*, *B*, *La*, *G*, in proper order, that done, repeat the two last Notes, *viz.* *La* by themselves; so proceed to the Tenth Bar, and *Le*, *G*, *Fa*, *Le*, *De*, *Ce*, so that *Le* and *G*, may be the same in Tune as you found them in the former Six; and if so be your Voice will not reach *Ce*, the Pitch you began the first Bar, then sing as far as you can, or begin at *Le*, at the Ninth Bar high, Singing these three last Bars distinctly from the former going.



11

In the Eleventh Bar you must Sing backward six last Notes, *viz.* *Ce*, *D*, *Le*, *Fa*, *G*, *La*, from *Ce* to *La*, so going one Step backward to *G*, to *Ce*, as in the foregoing fifth Bar, which is an Operation to the lower *Ce*. And thus much may suffice for a Beginner to practice on, which, if well understood, will bring him in to Sing Notes in any Tune.

Of COCK-FIGHTING.

Erein let us first observe the Choice of a Cock of the Game, directed by these Four Characters
wing: That he be

Of a strong *Shape*, proud and upright, and for the *Middle-siz'd*, neither too small nor too large, st, because most matchable, strong and nimble. Head small like a *Sparrow-bank's*; his *Eye* large quick; Back strong, crook'd at the setting on, colour'd as the Plume of his Feathers; the *Beam* Leg very strong, and colour'd as his Plume; long, rough, and sharp, hooking inward.

Of a good *Colour*, and herein the Grey, Yellow, d-Pyle, with a black Breast, are to be preferr'd; yle rarely good, and the White and Dun never. erlet Head is a Demonstration of *Courage*, but a and Wan of Faintness.

Of *Courage* true, which you shall observe by roud, stately, upright standing and walking, s frequent Crowing in his Pen.

Of a *sharp and ready Heel*, which (in the Op- of the best Cock-Masters) is of high Estimation; p *beel'd Cock*, though somewhat false is better patching his Business soonest than a *true Cock* dull Heel.

Breeding, the best Season is from the Moon's se in *February*, to her increase in *March*. - The Bird is best. And now first get a *perfect Cock* *perfect Hen*, as the best Breeding, and see the be of an excellent Complexion (i. e.) rightly d, as black, brown, speck'd, grey, grissel, or ish; tufted on her Crown, large Bodied, well pok'd;

poked, and having Weapons, are Demonstrations Excellency and Courage. Observe further her Comportment, if friendly to her Chickens, and revenge of Injuries from other Hens.

When the Cock and Hen-Chickens, (going 'till promiscuously one with another) begin to quarrel, peck each other, part them and separate their Walks. And the best for a Fighting Cock, are private and disturbed Walks, as *Wind-Mills, Water-Mills, Gray Houses, Park-Lodges, &c.* and their Feeding Pens on soft Ground or Boards; and have for his *white Corn, or White-bread Tofts, steep'd in Drim Urine*, is good both to scower and cool them. And not debilitate and debauch his Courage and Strength by having too many Hens to walk with him; two Hens are enough for one Cock.

If before they be six Months old, any of your Chickens Crow clear and loud, and unseasonable, to the Pot or Spit with them, they are Cowards; a true Cock is long e'er he gets his Voice, and when has gotten it, keeps good and judicious Time in crowing.

Next observe your *Roosting-Porch*, for this may marrs a Cock; for forming of which, consult the best Cock-Masters Feeding-Pens, and the Perches, and accordingly proportion your own; take Care the Ground underneath the Perch be soft, for if it be rough and hard, in leaping down he will hurt his Feet, and make them Gouty and Knotty.

For the *Dieting and Ordering* of your Cock for Battle, observe these Rules. Let your Cock be two Years old, then in the latter End of *August*, turn him up and pen him, (it being now *Cooking-Time* 'till the End of *May*) and see that he be sound, hard feathered, and full plum'd.

The first four Days after Penning, feed him the Crumb of old *Mansbet*, cut into square pieces, thrice a Day, and with the coldest and sweetest Spr

water that can be had. And after you think by this time he is thoroughly purged of his Corn, Worms, Gravel, and other coarse Feeding, take him in the Morning out of the Pen, and let him *Sparr* with another *Cock* some time to heat and chafe their Bodies, break Fat and Glut, and fit them for Purgation; first having cover'd their Spurs with Hots of Leather, to hinder their wounding and drawing Blood of one another.

After they have sufficiently *Sparr'd*, that they pant again, take them up, and remove their Hots, and prepare them for a Sweating-Bout, thus: Take Butter and Rosemary, finely chop'd, and Wite-sugar-candy mix'd together; and give them the Quantity of a *Walnut*; which will scower, strengthen, and prolong Breath: Then having (purposely) deep *Straw Baskets*, fill them half way with *Straw*, put in your *Cock*, and cover him with straw to the top; lay the Lid close, and let him stove 'till the Evening. At Five a-Clock take him out, and lick his Head and Eyes with your Tongue, then Pen him, and fill his Trough with *Manchet* and hot Urine.

After this, take a Gallon of Wheat and Oatmeal flower, and with Ale, half a Score Whites of Eggs, and Butter, work it into a stiff Paste, bake it into broad Cakes, and when four Days old, cut it into square Bits.

The Second Day after *Sparring*, bring your *Cock* into a een Close, and shew him in your Arms a *Dungbill Cock*, then run from him, and allure him thus to follow, suffing him now and then to strike the *Dungbill Cock*, and chase him up and down for half an Hour, 'till he pants again; and thus heated, carry him home, and scour him with half a Pound of fresh *Butter*, beaten with the Leaves the *Herb of Grace*, *Hyssop*, and *Rosemary*, to the Consence of a Salve, and give him the Quantity of a *Walnut*, then *Stove* and *Feed* him as above. And thus for the next Fortnight, sparr or chase him every other Day.

The second Fortnight, twice a Week will be enough to chase or spar your *Cock*: Observing that you stove and scour him, proportionable to his Heating,

122 Of COCK-FIGHTING.

The third and last Fortnight (for six Weeks is long enough) feed him as before, but do not spar him, but chime him moderately, twice or thrice, as before; then roll the aforesaid Scouring in Brown-sugar-candy, to prevent his being sick; rest him four Days, and then to the Pit.

Now, Gentlemen, Match your Cock carefully, what you have hitherto done is nothing. And he observe the Length and Strength of Cocks. The Length is thus known: Gripe the Cock by the Wings and make him shoot out his Legs, and in this Posture compare, and have your Judgment about you. The Strength is known by this Maxim, *The largest in Garth is the strongest Cock.* The Dimension of the Garth is thus known: Gripe the Cock about from the Joints of your Thumb to the Point of your great Finger, and you will find the Disadvantage, *The very long Cock is the quickest, easiest Riser, and the strongest one, the surest Striker.*

Thus being well Match'd, accoutre him for the Battle, clip his Mane off close to his Neck, from his Head to his Shoulders. Clip his Tail close to his Rump, the redder it appears the better. His Wings sloping, with sharp Points; scrape smooth, and sharpen his Spur, leave no Feathers on his Crown; then moisten his Head with Spittle.

The Battle done, search and suck your Cock's Tongue, Wounds, and wash them well with hot Urine, give him a Roll of your best Scouring, and stove him for that Night. If he be swell'd, the next Morning suck and bathe his Wounds again, and pounce them with the Powder of the Herb Robert, through a Bag; give him an Handful of Bread in warm Urine, and stove him, 'till the Swelling be down. If he be hurt in his Eye, chew a little ground Ivy, and spit the Juice in it; which is good for *Films, Haws, Warts, &c.* Or if he hath vein'd himself in his fight, by one striking, or other cross Blows, when you have adventure by the Hurt, bind the soft down of Hair to it, will cure you

When you visit your wounded Cocks, a Month or two after you have put them to their Walks, if you find about their Heads any swollen Bunches hard and blackish at one End, then there are unsound Cores undoubtedly in them; therefore open them, and with your Thumb crush them out, suck out the Corruption, and fill the Holes with fresh Butter; and that will infallibly cure them.

Cures for Distempers incident to the Cock or Chick of the Game.

For *Lice*, being most common, I begin with; proceeding from corrupt Meat, and want of Bathing, &c. Take Pepper beaten to Powder, mix it with warm Water, and wash them with it.

For the *Roup*; a filthy Swelling on the Rump, and very contagious to the whole Body, the staring and turning back of the Feathers is its Symptom. Pull away the Feathers, open and thrust out the Core, and wash the Sore with Water and Salt, or Brine.

For the *Pip*; visit the Mouth, and examine what hinders your Cocks, Hens, or Chicks feeding, and you'll find a white thin Scale on the Tip of the Tongue, which pull off with your Nails, and rubbing the Tongue with Salt will cure it.

For the *Flux*; proceeding from eating too moist Meat, give them Pease-Bran scalded, will stop it.

For the *Stoppage of the Belly*, that they cannot urinate; anoint their Vents, and give them either small Bits of Bread or Corn, steep'd in Urine of Man.

And now I have one Word of Advice to him that is Lover (or would be so) of this Royal Sport; and when have done: *Come not to the Pit without Money, your Breeches, and a Judgment of Masters*; **ONE and DONE** is Cock-pit Law; and if you venture beyond your Pocket, you must look well to it, you may lose an Eye by the Battle.



Of FOWLING.

THE Ingenious Fowler, like a Politick and Subtilious Warrior, must first furnish and store himself with those several Stratagems and Engines, a suit with the Diversities of Occasion, i. e. Time, Place, and Game, or else he cannot expect the Conquest.

And first, of *Nets*, which must be made of the best Pack-Thread; and for taking great *Fowl*, the Meshes must be large, two Inches at least from point to point, the larger the better, (provided the *Fowl* creep not through) two Fathom deep, and six in length, is the best and most manageable Proportion; verged with strong Cord on each Side, and extended with long Poles at each End made on purpose. But for small *Water-fowl* let your *Nets* be of the smallest and strongest Pack-Thread, the Meshes so big, as for the greatest *Fowl*, about two or three Foot deep: Line these both Sides with false *Nets*, every Mesh a Foot and half square. For the *Day Net*, it must be made of fine Pack-Thread, the Mesh an Inch square, three Fathoms long, and one broad, and extended on Poles according to its Length, as aforesaid.

Birdlime is the next, and thus made. Peel the Bark of *Holly* from the Tree at *Midsummer*, fill a Vessel, and put to it running Water; boil it over a Fire 'till the grey and white Bark rise from the green, take it off the Fire, drain the Water well away, then separate the Barks, and take the Green, lay it on some moist Floor and close Place, and cover it with Weeds; let it lie a Fortnight, and in that Time it will rot, and turn to a filthy slimy Substance: Then put it into a Mortar, beat it well; take it out and w

It at some running Stream 'till the Foulness is gone: Then put it in a close Earthen Pot; let it stand four or five Days, look to its purging, and scum it; when clean put it into another Earthen Pot, and keep it close for Use.

Your *Setting-Dog* must be Elected and Train'd thus: He must be of exquisito Scent, and love naturally to hunt Feathers. The Land Spaniel is best, being of good nimble Size, and courageous Mettle, which you may know by his Breed; being of a good Ranger, &c.

The first Lesson is, to make him *Crouch and lie* down close to the Ground; it's done by frequent laying him on the Ground, and crying *Lie close*; upon his doing well, reward him with Bread; and on the contrary chastise him with Words, not Blows.

Next, To *creep to you with his Body and Head close upon the Ground*, by saying, *Come near, Come nearer, Come nearer*, or the like Words; to understand and do it, entice him with shewing him Bread or the like: Thrusting down any rising part of his Body or Head, and roughly threatening him; if he slight that, a good Jerk or two with a Slash of Whipcord will reclaim his *Obstinacy*:

Repeat his Lessons, and encourage his well doing. And this you may exercise in the Fields as you walk, calling him from his busy Ranging to his Duty. And then teach him to follow you close at the Heels in a Line or String, without straining.

By this time he is a Year old, now (the Season fit) into the Field, and let him range, [obediently.] If he wantonly babble, or causelessly open, correct him by biting soundly the Roots of his Ears, or Lashing. As soon as you find he approaches the Haunt of the Partridge, known by his Whining, and Willing, but not daring to open, speak and bid him, *Take heed*: If notwithstanding this he rush in and Spring the Partridge, or opens, and so they escape, correct him severely.

verely. Then cast him off to another Haunt of a *Co.*
vy, and if. he mends his Error, and you take any by
drawing your Net over them swiftly, reward him
with the Heads, Necks, and Pinions.

As for the Water-Dog, the Instructions above for
the *Setter* will serve; only to fetch and bring by losing
a *Glove*, or the like; keep a strict Subjection in him,
and Observance to your Commands.

The longest *Barrel* is the best *Fowling-Piece*; five
and half, or six Foot long, with an indifferent Bore,
under an *Haquebuse*; and shooting with the Wind,
and side-ways, or behind the Fowl, not in their Faces,
is to be observed; having your Dog in Command not
to stir 'till you have shot.

A *Stalking Horse* for Shelter, to avoid being seen
by shy Fowl, is an old Jade train'd on purpose; but
this being rare and troublesome, have Recourse to
Art, to take *Canvas* stuff and painted in the Shape of
a *Horse* grazing, and so light, that you may carry
him on one Hand (not too big) Others do make them
in the Shape of *Ox*, *Cow*, for variety; and *Stag*,
Trees, &c.

The *Great Fowl*, or those who divide the Foot, re-
side by shallow Rivers Sides, Brooks, and Plashes of
Water; and in low and boggy Places, and sedgy,
marshy, rotten Grounds. They also delight in the
dry Parts of drowned Fens, over grown with long
Reeds, Rushes and Sedges; as likewise in half Fens,
drowned Moors, hollow Vales or Downs, Heats, &c.
Where obscurely they may lurk under the Shelter of
Hedges, Hills, Bushes, &c.

The lesser, or Web-footed Fowl, always haunt
drowned Fens, as likewise the main Streams of Ri-
vers not subject to freeze, the deeper and broader the
better; (tho' of these the *Wild-Goose* and *Barnacle*,
if they cannot sound the Depth, and reach the Ouze,
change their Residence for shallow Places, and de-
light in green Winter Corn, especially if the Lands

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Ends have Water about them: Small Fowl also frequent hugely little Brooks, Ponds, drowned Meadows, Pastures, Mores, Plashes, Meres, Loughs, and Lakes, stored with unfrequented Islands, Shrubs, &c.

How to take all manner of Fowl or Birds.

For taking the first (I mean the greater Fowl) with Nets, observe in general this; Come two Hours before their feeding Hours, Morning and Evening; and spreading your Net on the Ground smooth and flat, stake the two lower Ends firm, and let the upper Ends be extended on the long Cord; of which the further End must be fastned to the Ground, three Fathoms from the Net, the Stake in a direct Line with the lower Verge of the Net, the other ten or twelve fathom long, have in your Hand at the aforesaid Distance, and get some Shelter of Art or Nature, to keep you from the curious and shy Eye of the Game: Having your Net so ready, that the least Pull may do your Work, strew'd over with Grafs as it lies to hide it. A live *Hern*, or some other Fowl lately taken, according to what you seek for, will be requisite for a Stale. And you will have Sport from the Dawning 'till the Sun is about an Hour high, but no longer; and from Sun-set 'till Twilight; these being their Feeding Times.

For the small (Water) Fowl. Observe the Evening is best before Sun-set. Stake down your Nets on each side the River half a Foot within the Water, the lower part so plumb'd as to sink no further; the upper slantwise shoaling against, but not touching by two Foot, the Water, and the Strings which bear up this upper Side, fastened to small yielding Sticks prick'd in the Bank, that as the Fowl strike may ply to the Nets to entangle them. And thus lay your Nets (as many as you please) about twelve, cover one from another, as the River or Brook will afford: And doubt

not

not your Success. To expedite it however, a Gun fired three or four Times in the Fens and Plashes, a good Distance from your Nets, will affright and post them to your Snares; and so do at the Rivers, when you lay in the Fens.

Winter Time is the most proper for taking all manner of small Birds, as flocking then promiscuously together, *Larks*, *Linnets*, *Chaffinches*, *Goldfinches*, *Tellow-bammers*, &c. with this *Birdlime*; Put to a quarter of a Pound of *Birdlime*, an Ounce of fresh *Lard*, or *Capon's Grease*, and let it gently melt together over a Fire, but not boil; then take a quantity of *Wheat-Ears*, as you think your Use shall require, and cut the Straw about a Foot long besides the Ear, and from the Ear lime the Straw six Inches; the warmer it is the less discernable it will be. Then to the Field adjacent, carrying a Bag of Chaff, and thresh'd Ears, scatter them twenty Yards wide, and stick the lim'd Ears (declining downwards) here and there; then traverse the Fields, disturb their Haunts, and they will repair to your Snare, and pecking at the Ears finding they stick to them, mount; and the lim'd Straws lapping under their Wings, dead their Flight, they cannot be disengag'd, but fall, and be taken they must. - Do not go near them 'till they rise of their own accord, and let not five or six entangled lead you to spoil your Game, and incur the Loss of five or six Dozen.

Lime-Twigs is another Expedient for taking of great Fowl, being Rods that are long, small, strait, and pliable, the upper Part apt to play to and fro, being befmear'd with *Birdlime* warm. Thus to be used, observe the Haunts of the Fowl, have a Stale, (a living Fowl of the same kind you would take) and cross pricking your Rods, one into, and another against the Wind sloping, a Foot distant one from the other; pin down your Stale, some Distance from them, tying some Wyre,

some small String to him, to pull and make him flutter to allure the Fowl down. If any be caught, do not run presently upon them, their fluttering will increase your Game. A well taught Spaniel is not amiss to take those that are intangled, and yet flutter away. Thus likewise for the Water, consult the Rivers depth, and let your Rods be proportionable; what is lim'd of them being above the Water; and a *Mallard*, &c. is a Stake placed here and there, as aforesaid. You need not wait on them, but three times a Day visit them, and see your Game; if you miss any Rods (therefore know their Number) some Fowl entangled got away with it, into some Hole, &c. and here your spaniel will be serviceable to find him.

For *Small Birds*, a *Lime-bush* is best; thus: Cut down a great Bough of a Birch, or Willow-Tree, trim it clean, and lime it handsomely, within four fingers of the Bottom: Place this Bush so ordered in some Quick-set, or dead Hedge, in Spring-time: In Harvest or Summer, in Groves, Bushes, Hedges, fruit-Trees, Flax, and Hemp Lands: In Winter, about Houses, Hovels, Barns, Stacks, &c. A Bird-call is here also necessary, or your own industrious Skill in the Notes of several Birds.

And because Gentlemen who have Fish-Ponds, wonder they lose so many Fish, and are apt to censure sometimes undeservedly their Neighbours, when it is the insatiable Hern that is the true Cause, I shall next lay down the best and most approved Way of taking the great Fish-devouring Hern, whose Haunt having found, observe this Method to take him. Get three or four small Roaches, or Dace, take a strong Hook, (not too rank) with Wyre to it, and draw the Wyre just within the Skin, from the side of the Gills to the Tail of the said Fish, and he will liye four or five Days; if dead, the Hern will not touch it.) Then have a strong Line, of a dark green Silk, twisted with Wyre, about three Yards long, tie a round Stone of a Pound

Pound to it, and lay three or four such Hooks, but not too deep in the Water, out of the Hern's wading; and two or three Nights will answer your Expectation.

The Way of taking Pheasants.

You must learn and understand the several Notes of a natural *Pheasant-Call*, and how usefully to apply them. In the Morning just before, or at *Sun-rising*, call them to feed, and so at *Sun-setting*: In the Forenoon and Afternoon, your Note must be to Cluck them together to Brood, or to chide them for straggling, or to notify some Danger at Hand.

Thus skill'd in their Notes, and by the Darkness, Solitariness, and strong Undergrowth of the Place assured of their Haunts, closely lodge yourself, and softly at first Call; lest being near you, a loud Note affright them; and no Reply made, raise your Note gradually to the highest; and if there be a Pheasant in hearing, he will answer you in as loud a Note. Be sure it be Tuneable. As soon as you are answer'd, creep nearer to it; if far off and a single Fowl, as you call, and approach, so will the Pheasant. Having gotten Sight of her on the Ground or Perch, cease calling, and with all Silence possible, spread your Net conveniently, between the Pheasant and you, one end of the Net fastned to the Ground, and the other end hold by a long Line in your Hand by which you may pull together, if strain'd; then call again, and as you see the Pheasant come under your Net, rise and shew yourself, and affrighting her, she will mount, and so is taken. Thus if on the contrary you have given Answers from several Corners of the Coppice, and you keep your Place and not stir, they will come to your Call, and then having a Pair of Nets, spread one on each Side, and do as before. Your Nets must be made of green or black double-twin'd Thread, the Mesh about an Inch square, between Knot and Knot, the

whole

hole Net about three Fathom long, and seven Foot broad, verged with strong small Cord on each Side and Ends, to lie hollow and Compasse-wise.

For taking Partridge.

You must first find the Partridges Haunt. Which mostly in standing Corn fields, where they breed; likewise in Stubble, after the Corn is cut, especially heat Stubble, 'till it is trodden, and then they return to Barley-Stubble, if fresh; and the Furrows amongst the Clots, Brambles, and long Gras, are sometimes their lurking Places, for Twenty and upward, in a Covy. In the Winter in up-land Meadows the dead Gras, or Fog under Hedges, among mole-hills, or under the Roots of Trees, &c. Various and uncertain are their Haunts. And tho' some by the Eye, by distinguishing their Colour from the ground, others by the Ear, by hearing the Cock call earnestly the Hen, and the Hen's answering, and chattering with Joy at meeting, do find Partridge; yet the best, easiest, and safest Way of finding them is (as you do the Pheasant) by the Call or Pipe: Notes reasonable, as before prescribed, and they will come near to you, and you may count their Number; and to your Sport.

Surround your Covy, prepare your Nets, and sticking a Stick fast in the Ground, tie the one End to it, and let your Nets fall as you walk briskly round shew without stopping, and cover the Partridge; then rush and fall upon them to frighten them, and as they rise they are taken.

For taking them with Birdlime, thus: Call first near the Haunt; if answer'd, stick about your Lime-straws across in Ranks at some Distance from you; then call again, and as they approach you, they are intercepted by the Straws; and so your Prey. This Way is used most successively in Stubble-fields, from

August

August to September: And Rods in Woods, Pastures, &c. as for the Pheasant.

The most pleasant Way of taking Partridge is with a *Setting-Dog*, who having set them, use your Net and by these Rules and Method, the *Rails*, *Quails*, *Moor-Poots*, &c. are to be taken; and are for *Hawking* Flight too. And here I must make an End of the most material part of FOWLING.



Of FISHING.

IT has been the Method of this whole Treatise to divide the several distinct Heads of each Recreation into Three Parts, to render the Observations, and Rules the more more plain and easy, for the Prosecuting the Recreation we treat of.

1. *What* it is we pursue.

2. *Where* and *When* to find that we would delight ourselves in.

3. *With what* proper *Mediums* or *Measures* we may obtain the desired Effects of our Endeavour therein.

First then, *What* we pursue is Fish, distinguishing according to their sundry Kinds, by these following Names.

The *Barbel*, *Bream*, *Bleak*, *Bull-head* or *Miller*, *Thum*: *Chevin*, *Char*, *Chub*, *Carp*; *Dace*, *Dan*, *Eel*; *Flounder*; *Grayling*, *Gudgeon*, *Guinea*, *Loach*; *Minnow*; *Pope* or *Pike*, *Pearch*; *Ra*, *Roach*; *Stickle-bag* or *Bansickle*, *Salmon*, *Sba*, *Suant*; *Tench*, *Torcotb*, *Trout*, *Tbwait*, and *Um*. All these Alphabetically thus named, are the different Sorts of Fish, in taking which the Angler can and sma

only Exercises his Art: We come next, *Where to find them.*

I. To know the Haunts and Resorts of Fish, in which they are to be usually found, is the most Material Thing the Angler ought to be instructed in, lest he vainly prepare *how to take them*, and preposterously seek *where to find* that he prepar'd for. To prevent which, you are first to understand, That as the Season of the Year is, so Fish change their Places: In *Summer*, some keep near the Top, others, the bottom of the Waters. In *Winter* all Fish in general Resort to deep Waters. But more particularly,

The *Barbel*, *Roch*, *Dace* and *Ruff*, covet most *sandy, gravelly Ground*, the deepest part of the River, and the Shadows of Trees.

Bream, *Pike* and *Chub* delight in a *Clay*, and *Owzic Ground*: The *Bream* chooseth the middle of the River, in a gentle, not too rapid Stream: The *Pike* preferreth still Waters, full of *Fry*, and absconding himself amongst *Bull-Rushes*, *Water-Docks*, or under *Bushes*, that under these Shelters he may more securely surprize and seize his Prey: The *Chub* too chooses the same Ground, large Rivers and Streams, and is rarely destitute of some Tree to cover and shade him.

Carp, *Tench* and *Eel*, frequent foul, muddy, still Waters. The greatest *Eels* lurk under Stones, or Roots; the smallest ones are found in all sorts of Rivers or Soils: The *Carp* is for the deepest, stilllest part of Pond or River, and so is the *Tench*, and both delight in green Weeds.

Pearch delighteth in gentle Streams of a reasonable Depth, not too shallow; close by a hollow Bank is their Sanctuary.

Gudgeon covets *Sandy, Gravelly, Gentle Streams*, and smaller Rivers; not so much abounding in Brooks.

He

He bites best in Spring, till they spawn, and a little after till *Wasp* time.

The *Salmon* delights in large swift Rivers, which ebb and flow; and are there plentifully to be found: As likewise Rocky and Weedy Rivers. But in the latter End of the Year he is to be found high up in the Country, in swift and violent Cataracts, coming thither to Spawn.

The *Trout* loves small swift purling Brooks or Rivers, that run upon Stones or Gravel, and in the swiftest, deepest Part of them, getting behind some Stone-Block, and there feeds. He delights in a Point of a River where the Water comes whirling like the Eddy, to catch what the Stream brings down, especially if he has the Shade of a Tree: He hugely delights to lurk under some hollow Bank or Stone; seldom among Weeds.

Shad, Twait, Plaice, Peel, Mullet, Suant, and Flounders, covet chiefly to be in or near the Salt or Brackish Waters, which ebb and flow: The last, viz. the *Flounder*, have been taken in fresh Rivers, as coveting Sand and Gravel, deep gentle Streams, near Banks, &c.

Lastly, The *Umber* affects Marly, Clay Ground, clear and swift Streams, far from the Sea; the greatest Plenty of these Fish is found in *Darby-shire* and *Stafford-shire*.

Thus much for the Haunts of Fish: I come next to know when is the most seasonable Time to catch them; which before I speak to, let him that would become a compleat Angler, take this Rule, That he observe narrowly what Pond or River soever he fisheth in, whether it be slimy, muddy, stony, or gravelly, whether of a swift or slow Motion; and likewise that he know the Nature of each Fish, and what Baits are most proper for every kind: Not to let his Knowledge be circumscribed to one or to particular Rivers, whither he is invited to Angle, and

ake his Observations by the Vicinity of his House ;
ut to let his Knowledge be general, and consequent-
his Sport will be so too. His Ignorance otherwise
ill oblige him to be a Spectator in another River,
hen his Excellency is confin'd to that only experi-
enced one in or near his own Parish or House. But
proceed :

II. To understand the best Time when to Angle
, We must first consider Affirmatively, when most
seasonable : Or, a. Negatively, when Unseason-
able.

1. Seasonable Angling is, when the Weather is
alm, serene, and clear ; tho' the cool, cloudy Wea-
ther in Summer is to be preferred, provided the
Wind blow not too boisterously, to hinder your easie
guiding your Tools ; in the hottest Months the cooler
is better.

2. When a violent Shower hath disturbed the Wa-
ter and muddled it, then with a Red Worm, Angle
the Stream at the Ground.

3. A little before Fish Spawn, when they repair to
ravelly Fords, to rub and loosen their full Bellies ;
they bite freely.

4. From Sun-Rising, 'till Eight of the Clock in
the Morning, and from Four in the Afternoon 'till
Night, for Carp and Tench. In June and July, Carps
ew themselves on the very rim of the Water, then
h with a Lob-Worm, as you would with a natural
ly. But be sure to keep out of Sight.

5. In March, April, and September, and all Win-
ter, when the Air is clear, serene, and warm. And
fter a Shower of Rain, which hath only beaten the
nats and Flies into the River, without muddying.
he two first mention'd Months with May, and part
June, are most proper for the Fly ; Nine in the
Morning, and Three o'Clock in the Afternoon, is the
best

best Time; as likewise, when the Gnats play much in a warm Evening.

6. In a *Cloudy* and *Windy* Day, after a Moon-shine clear Night, for the Brightness of the Night (tho' fear) making them abstain from Feeding, and the Gloominess of the Day emboldening and rendering them (through Hunger) sharp, and eager upon Food, they bite then freely.

7. Lastly, at the opening of *Mill-Dams* or *Gluces*, you will find *Trouts*, &c. come forth seeking Food, brought down by the Water. We come next to demonstrate the Time not proper, *i. e.*

2. *Unseasonable* Angling, in short, is, when the Earth is parched and scorched with vehement Heat, and Drought; benummed and frozen with Cold Frost and Snow, or refrigerated with Spring Hoar-Frosts; or blasted with the sharp, bitter, nipping North or East Winds: Or, when blustering Boreas disorders your well-guiding your Tackling or the *Sheep-Shearers Washings* glutted the Fish, and anticipated your Bat; when the withdrawing of your Sport foretells a Storm, and advises you to some shelter; or lastly, when the Night proves Dark and Cloudy, you need not trouble yourself the next Day, 'tis to no Purpose, &c.

III. For providing *Stocks*, the best Time is the winter, to *Winter Solstice*, when the Sap is in the Roots of your Rod Trees, and their Leaves gone. It is improper after *January*, the Sap then ascending into the Trunk, and expanding itself over all the Branches: See that your Stocks be *Taper-grown*, and your Tops of the bending in *Ground-Hazle* that can be had, smooth, slender, and *Silk*, *strait*, of an *Ell* long, pliant and bending; and yet *strong*, a Strength, that a reasonable Jerk cannot break; but it will return to its first *Straitness*, lest otherwise using you endanger your Line. Keep them two full Years before you use them; having preserved them *fined* thro'

much in form-eating or Rotten, by thrice a Year rubbing and chafing them well with Butter (if sweet) or Seed or Sallet Oil; and if bored, Oil poured into the Holes, and bathed four and twenty Hours in it, and then thrown out again, will exceedingly preserve them.

The Line, to make it neat, handsome, and strong, first the Hair you make it of *even*, having seen if the Hair be of an equal Bigness; then steep your Line in Water, to see if the Hairs shrink, if so, you must twist them over again. The Colour of the Hair is best of *Sorrel*, *White*, and *Grey*; *Sorrel* for muddy boggy Rivers, and the two last for clear Waters. Nor is the *Pale Watery-Green* contemptible, made thus; take a Pint of Strong *Ale*, half a Pound of *Soof*, a little of the Juice of *Walnut Leaves*, and nipping them; boil these together in a Pipkin half an Hour, Bore it off, and when 'tis cold, put in your Hair. or the making your Line of Hair, mix not *Silk*; but I anticl. her all Hair or all *Silk*; as likewise distinguish of your Line for the Ground Angle, and that for the Rod, the last must be stronger than the first; in making the Artificial Fly, making the uppermost twenty Hairs long, less in the next, and so less you come to the Fly. Lastly, at each End of your Line make a Loop, (called a *Bout*) the one larger, to fasten to, and take it from the Top of your Rod; and the other, lesser, to hang your Hook-one.

your Hook must be long in the Shank, something and in Compass; the Point strait and even, and standing in the Shank. Set on your Hook with strong *Silk*, laying your Hair on the Inside of the hook.

your *Float* challenges divers Ways of making. one using *Muscovy Duck-Quills* for still Waters, others the best sound Cork, without Flaws or Holes, bored through with a hot Iron, and a Quill of a fit

fit Proportion put into it ; then pared into a pyramidal Form, or in the Fashion of a small Pear, what Bigness you please, and ground smooth with Grind-Stone or Pumice ; this is best for strong Streams.

In fine, *To plumb the Ground*, get a Carbine Bullet bored through, and in a strong Twist hanged on your Hook or Rod. *To sharpen your Hook*, carry a little Whetstone. *To carry your several Utensils* without incommoding your Tackle, have several Partitions of Parchment. And in short the Ingenious Angler will not be unprovided of his Bobb and Palmer ; his Boxes of all Sizes for his Hooks, Corks, Silktbread, Flies, Lead, &c. his Lining and Woolly Bait-Bags ; his splinted Oster light Pannier ; lastly, his Landing-Hook, with a Screw at the End to screw it into the Socket of a Pole, and stick'd in the Fish to draw it to Land : To which Socket, Hook to cut up the Weeds, and another to pull out Wood may be fasten'd.

Baits are branched into three Kinds.

First, *The Life Baits*, which are all kind of Worms, Red-Worm, Maggot, Dors, Frogs, Bobb, Brown-Flies, Grasshoppers, Hornets, Wasps, Bees, Snails, small Roaches, Bleak, Gudgeon, or Leaches.

Secondly, *Artificial living Baits*, of Flies of all Sorts and Shapes, made about your Hooks with Silks and Feathers, at all Times seasonable, especially in blustering Weather.

Lastly, *Dead Baits*, Pastes of all makings, Water-dried or undried, clotted Sheep's-Blood, Cheese, Bramble-Berries, Corn, Seed, Cherries, &c. The two first good in May, June and July, the last next in April ; and the last in the Fall of the Leaf.

Of Flies.

Of Natural Flies, there are innumerable, and before it cannot be expected I can particularize all; some of their Names I shall Nominate, viz. The Fly, Red-Fly, May-Fly; Tawny-Fly, Moor Fly, Shell-Flay Fly, Vine-Fly, Cloudy or Bla-fish-Fly, Cim-Flies, Bear-Flies, Caterpillers, and thousands more, differing according to the Soils, Rivers or

Artificial-Flies are made by the ingenious Angler, according to Art, in Shape, Colour, and Proportion, the natural Fly, of Furr, Wool, Silk, Feathers, To delineate which, I must confess myself not accurate and skilful a Painter, nor can any Pen-wing illustrate their various Colours so, as to distinguish their Artificial Counterfeit: Nature will help in this by Observation, curiously flourishing several orient and bright Colours, after which take their Names, as before-said: And there-to furnish yourself with both Natural and Artificial-Flies, repair in the Morning to the River, and with a Rod beat the Bushes that hang over the Water, take your Choice.

Observe to Angle with the Artificial Fly in waters disturbed somewhat by Rain, or in a Cloudy day, the Wind blowing gently: If the Wind be so high, but you may well guide your Tackle, then Iain Deeps is to be found the best Fish, and best Sport: If small Wind breeze, in swift Streams and Rivers, the best Angling: Be sure to keep your Fly in perpetual Motion; and observe that the Weather and the Colour of your Fly, as the light Colour'd in a Fair Day, the Darkish in a dark, &c. As likewise according to the Waters Complexions, have your Fly suitable.

2. Let your Line be twice as long as your Rod *Ann*. Keep as far as you can from the Water-side, the Shore, put on your Back: In casting your Fly, let that fall first, Lastly, your Line not touching the Water.
3. Have a nimble Eye, and active quick Hand, strike presently upon the Rising of the Fish, let, till finding his Mistake, he spew out the Hook.
4. In slow Rivers cast your Fly cross them, let sink a little, draw it back gently, without breaking or circling the Water; let the Fly float with Current, and you will not fail of excellent Sport.

5. Observe to let the Wings of your *Salmon* glass for Flies to be one behind another, whether two or four, and they and the Tail long, and of the finest, gaudy to it. Colours you can choose.

Lastly, In clear Rivers, a small Fly with slender Wings is best, and in muddiest Rivers a Fly of more than ordinary large Body.

Thus much for Flies, I come next to that I call Cloth, w
Dead Baits, and shall begin with the several W^o half so m
of making Pastes. cover an

Of Pastes.

1. Beat in a Mortar the Leg of a young Cow (vulgarly called the *Almond*) or of a Whelp or Calf, and a Quantity of Virgins Wax and Suet, till they are incorporated, and temper them with clarified Honey into Paste.
2. Sheep's Blood, Cheese, fine Mancchet and clarified Honey tempered.
3. Sheep's Kidney Suet, Cheese, fine Flower, & clarified Honey tempered.
4. Berries, Sheep's Blood, Saffron, and fine Mancchet made into a Paste.
5. Beat into a Paste the fatted old Cheese, strong Rennet can be be got, fine Wheat-Flour

our Round *Anniseed Water* : If for a Cub you make the
the Suisse, put a little rusty Bacon.

fall fire Lastly, *Mutton-Kindney Suet*, and *Turmerick* re-
duced to a fine Powder, the fattest old *Cheese*, and
Hand strongest *Rennet*, wrought to a Paste, adding *Turme-*
fish, let it stand, till the Paste be of a curious Yellow ; and is
excellent for *Chevin*.

in, let Anoint your Bait with this Confection : Take the
breaking Oil of *Aspray*, *Cocculus Indiæ*, and *Affa satida* beaten,
with the mix with it as much Life-Honey ; then dissolve
Sport. them in the Oil of *Polypody*, and keep it in a close
Salmon glass for your use. And that your Paste may not
or for wash off your Hook, beat *Cotton-Wool* or *Flax*
gaudia to it.

Of keeping Baits.

The *Red-Worm* must be kept in a Bag of Red
Cloth, with a Handful of chopt *Fennel* mixt with
half so much fresh, black, and fertile Mould, as will
cover and preserve them : All other Worms, with
the Leaves of Trees they are bred on, renewing
them often in a Day. Only the *Cod-Bait*, *Bob*, and
Winker, &c. must be kept in the same Things you
find them.

The great *White-Maggots*, keep them in Sheep's
Fallow, or little bits of a Beast's Liver ; and to
cover them, hang them warm in a Bag of Blanket.
ng, with Sand.

The *Frogs* and *Grashoppers*, in wet Moss and long
Grass, frequently moistened ; and when used, the
legs of the first, and the Wing of the other must
be cut close off.

The *Flies*, use them as you take them. Only,
the *Wasps*, *Hornets* and *Humble-Bee*, must be dry'd
in an Oven, their Heads dipp'd in Sheep's Blood, and
dry'd again, may be kept in a Box for use.

And now thus equipt, let us walk to the River Side.

To begin then with the *Barbel*. The best Time for Angling for this Fish is at the latter End of *May*, *June*, *July*, and Beginning of *August*, in his Habits aforesight mention'd; and the best Bait (omitting others) is the well scoured *Lob-Worm* (being of a curiously cleanly Palate as well as Shape) or *Cheese* stept an Hour or two in clarified Honey: He is a sub-Fish, extraordinary strong and dogged to be done with, and therefore be sure to have your Rod and Line strong and long, or you may endanger to break it.

For the *Bream*. The most seasonable Time Angle is, from St. *James*-Tide 'till *Bartbolomew-Tide*. He spawneth in *June* or Beginning of *July*; is easly taken, as falling on his Side after one or two gentle Turns, and so drawn easily to Land. The Bait for him (most delightful to him) is the *Red-Worm* (found in Commons and Chalky Ground after Rain) at the Root of a great Dock, wrapt in a round Clue. He loves also Paste, Flag Worms, Wasps, Green-Flies, Butter-Flies, and a Grasshopper without Legs.

Bait your Ground the Night before with Ground Malt, boiled and strained, and then in the Morning with the Red-Worm bait your Hook, plumbing your Ground within half an Inch, Fish.

The *Bleak*, an eager Fish, is caught with all sorts of Worms bred on Trees or Herbs, also with Fly, *Cad Bait*, *Bobs*, *Paste*, *Sheep's Blood*, *White-Snake*, Wasps, Gnats, &c. In a warm clear Day the small Fly at the rim of the Water is best; in a Cloudy Day, *Gentles* or *Cad Baits*, two Foot under Water.

The *Bull-head* or *Miller's-Thumb* being Children's Recreation, I shall speak little of them, only be serviceable for Baits, I shall only say he is easly

the Riken with a small Worm, being lazy and simple, and will swallow any Thing; and the *Minnow*, *Loach* and *Bansticle* being of the same Diet, I place them here too.

The *Chevin* loveth all Sorts of Worms, *Flies*, *beefe*, *Grain* and *Black-Worms*, their Bellies being a curi't, that the white may be seen; and very much de' stee'ghteth in the Pith of an Ox's Back, the tough outward Skin being carefully taken off, without break' be'ng the inward tender Skin. In the Morning early, our Rangle for *Chevins* with a *Snail*; in the Heat of the Day with some other Bait; in the Afternoon with the Fly; the great Moth with a great Head, yellow Body, and whitish Wings usually found in Gardens about the Evening: The larger the *Chevin*, the sooner taken; loving his Bait larger, and variety on two ge' Hook.

The *Char* is a *Lancashire* Fish, found in a *Mere*, the Rall'd *Winander-Mere* in that Country, the largest Ground England.

For the *Chub*, called by some a *Chevin*, by others *Villain*. Bait your Hook with a *Grashopper*, find the Hole where he lies, accompanied in a hot Day, with twenty or more, floating almost on the very Superficies of the Water; choose which you think best, and fairest, and drop your Hook some two Foot before him, and he will bite at it greedily, and cannot break hold with his *Leather Mouth*; let him play and tire, lest you break your Line. If you cannot get a *Grashopper*, then any Worm or Fly you will. In cold Weather, fish for him near the bottom, and the *Hamble-Bee* is the best Bait. Some appropriate Baits according to the Month, but I shall omit that; the *Chub* (being best and in his Prime in the Winter) a Paste made of Cheese and Turpentine is the only Bait to take him.

The *Carp* is subtle and full of Policy, will ne-
bite in Cold Weather, but in Hot you cannot be
early, or too late. In *March* he seldom refuseth
Red-Worm, in *June* the *Cad-Bait*, and the three
Months the *Grashopper*; Pastes that are sweet,
which I have spoken before, are very delightful
*Carp*s: And especially if you Bait your Ground
or three Days before you Angle, with Pellets
coarse Paste, *Chickens Guts*, *Garbage*, &c. Gen-
anointed, and a Piece of *Scarlet* dipt in *Honey*, p-
them on the Hook, is an approved Way.

The *Dace*, *Dare*, *Rudd* and *Roach*, being mu-
of a kind, and feeding, I shall put together, and
easily taken with small Worms, *Bobs*, *Cad-Baits*, *Fl*
Sheep's-Blood, all sorts of Worms, bred on Trees,
Herbs, Paste, *Wasps*, *Gnats*, *Lip-Berries*, &c. The
Heads of the *Wasps*, being dipt in Blood is good
Dace and *Dare*; as is likewise the *Ant-Fly*.

The *Eel* takes great *Red-Worms*, *Beef*, *Wa*
Guts of Fowl or Fish, *Menow* or small *Roaches*
good Bait for Night-Hooks; the Hooks being in
Mouth of the Fish. Now, because this is very
lightful to most, I shall prescribe three Ways of
ing them, as are more full of Pleasure. The
Way is called *Snigling* or *Broggling* for *Eels*; the
Take a strong Line and Hook, baited with a *Lob*
Garden-Worm, and observing where *Eels* lurk in
Day-time, with a Stick forked at the Top, gen-
put your Bait into the Hole, and if there be a
Eel there, you will not fail of a Bite, of as large
as can be had, but pull not too hard, least you
all. The second is called *Bobbing*, which is to
done; take some large well scoured *Lobs*, and
a Needle run some strong twisted Silk through them
from End to End, so many as are enough to wrap
about a Board near a dozen Times, tye them fast with
the two Ends of the Silk to hang in so many Hand-
then fasten all to a strong Cord, and a handful ab-

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the Worms fasten a Plumbet of three Quarters of a
Pound, and your Cord to a strong Pole, and in mud-
dy Waters you may Fish, and find the Eels suffi-
ciently, and when you think they have swallowed
them, draw up your Line, and ashore with them.
Lastly, the *Eel-Spear* made with Four Teeth, jagged
on both Sides, stricken into the Mud, on the bottom
of a River, and if you chance to strike where they
lie, you infallibly take.

There is likewise an assured Way of taking Eels,
thus done: Take some Bottles of Hay, mixt with
Gree *Ofiers* or *Willows*, Bait them with Sheeps Guts,
and other Beasts Garbage, sink them down in the mid-
its, *Fl*
Trees, having fastned a Cord to the Bottles, that you may
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will ressort to them.

The *Flaunder*, *Shad*, *Tomait*, *Saint*, and *Mullet*,
are taken with *Red-Worms* of all Sorts, *Wasps*, and
Gentles.

For the *Grayling*, you must head your Hook upon
the Shank, with a slender and narrow Place of Lead,
at the Bait (a large *Grashopper*), may the more
easily come over it; and at the Point put a *Cad-Bait*,
and keep the Bait in continual Motion: Not forget-
ing to pull off the *Grashopper's* Wings.

The *Gudgeon* takes the smallest *Red-Worm*, *Wasps*,
gentles, and *Cad-Baits*. When you fish for him,
dig up the Sand or Gravel with a Pole, which
will make them gather thither, and bite more
eagerly.

The *Quiniad* I shall remit speaking to, only men-
tioning it in course, being no where found, but in a
place called *Pomble-Mere*, in which Place they
swim, as the River *Dee* does with *Salmon*.

The *Pope* or *Ruff* is excellent for a young Angler,
or gaudily, and Quantities may be taken by bait.

OF FISHING.

line the Ground with fat Earth, and your Hook with small Red-Worms.

The Pike loveth all sorts of Baits (unless the Fly, *Grudgeon*, *Dace*, *Roach*, and *Loache*, and young *Frogs* in Summer-Time, of which the yellowish best).

The *Pearl* taketh all sorts of Earth-Worms, especially the *Lob-Worm* and *Branding*, well scattered, *Earth-Worms*, *Dors*, *Gentles*, *Colewart Worms*, *Wafers*, *Cod-Baits*, and *Menor*, or a little *Frog*, the Hook being fished thro' the Skin of his Leg, towards the upper Part of it. Be sure you give the *Reel* Time enough to pouch his Bait before you strike.

The *Salmon* is taken best with *Lob-Worms*, scented with the Oil of *Ivy-Berries*, or the Oil of *Polypody* of the *Oak*, mixt with *Turpentine*, or the well scented *Garden-Worm*, is an excellent Bait. The Salmon is best in *May*, *June*, and *July*, at Three a Clock in the Afternoon, if the Water be clear, a little Wind stirring especially near the Sea.

The *Tench* is a great lover of large *Red-Worms* and *Branding* dip't in *Tar*, is also all sorts of Paste made up with strong scented *Oils*, or *Tar*, or a Paste made up of *Brown Bread* and *Honey*. He will bite to a *Cod-Worm*, *Lob-Worm*, *Flag-Worm*, *Grind-Gentle*, *Cod-Bait*, *Marsh-Worm*, or soft boil'd *Bread*, *Grain*, &c.

The *Toret* being before-mention'd, I only let you know, that he is only found in the Pool *Limperis*, *Shropshire*; and leave you to the *Welchman's* Description, both of him and his Bait.

The *TROUT* is fattest, and in his Prime in *May*, and caught with all Sorts of Worms, especially *Brown Maggs*, commonly found in an old *Dung-hill*, *Cow-dung*, *Hog-dung*, or *Tanner's-Bark*; Also with *Worms* Natural and Artificial, with young *Frogs*, *Worms*, *Marsh*, *Dock* or *Flag-Worms*; all sorts of *C* *B*

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Of FISHING.

Bait, Dors, Bobs, Palmers, Gentles, Wasps, Hornets, &c. and with the Caterpillar, used according to the Rule before prescribed for the Grayling. Lastly,

The *Umber* is taken as the *Trot* just now mention'd; and therefore now to your Sport: To your well-affecting which, I have but this to add: Cast into your Haunts where you use to Fish, once in four or five Days soft boiled Corn (or rather for Carp and Tench) also Garbages, Beasts Livers, chop'd Worms, Grains steep'd in Blood, to attract them to the Place; and to keep them together, throw in half a handful of Grains or ground Malt; but in a Stream cast it before your Hook, than boating towards you, you may draw the Fish thither.

Sundry curious Baits for Fish.

These grow on the *Cuckow-Pint* or *Wak*, *Robins*, and are found in dry Ditches, overgrown with Brambles; they are about the Bigness of Peas, and in July and August are of a lovely transparent Red, and are excellent Baits for *Roaches* and *Cobels*; and for the first, two will serve, but for the latter, you may put four or five at a Time on the Hook.

Oat-Cakes with Cheese.

Beat these together into a Paste, the Cheese being new, and stick them together with a little Honey, letting the Paste lie all Night in a wet Linnen-Cloth, then fit it up in Baits, and cover your Hook with it.

To keep Baits for the Pike or Night Hooks.

For this take a small *Roach*, *Dace*, *Lach*, *Minnow*, *Smelt*, small *TROUT* or *Pearch*, cutting off the Finns on the Back, or small *Eels* well scoured in

Wheat-Bran, which will keep them better and longer, taking away the Slime and watery Substance that causes them to rot or decay the sooner.

Fishes Eyes.

Take out the Eyes of such Fish as you catch, and three or four of them on a Hook, and they will prove an excellent Bait for most Sorts of Fish.

Fat Bacon.

Cut this in little small long Snips, and especially at Snap, it is exceeding good to take a Chub or Pike, from the latter End of August to the beginning of April.

The Pith of a Back-Bone of a Sheep.

Take out the Pith that runs through the Back Bone, and take off the Tough outward Skin, and leave the thin tender white Skin on, and bait with about half an Inch of it, and it takes a Chevin to admiration.

Grain, Wheat, Malt.

Braise either of these finely, fry them in Honey, make them up into Pastes with Oil of Peter, and either in Winter or Summer they take a Chub, Roach, Dace, or Bleak.

How to bring Fish, if any in the Pond or River, to the Place you desire.

Boil clean Barley in Water till it bursts, with Liniment, add a little Mummy; and some Honey, and beat them together in a Mortar into a stiff Paste, and boil about the Quantity of a Wall-Nut of this Paste with a Quart of Barley, till it grows glutinous, and then lay it for a Ground-Bait, and the Fish will flock about it from all Parts.

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To make Worms for Baits come out of the Ground.

Boil an Ounce of Verdigrease in a Quart of strong Vinegar, and sprinkle a little in Places where you suspect Worms are, and they will crawl out of the Ground.

Another Approved Bait.

Take the Fat of a *Heron*, *Mummy* and *Galbænum*, of each Two Drams, Scent them with a Grain of Musk, and make them up with Two Ounces of *Aquæ-vita*, stir them over a gentle Fire in an Earthen Vessel, 'till they become thick, and with this rub the Hook and End of the Line, and the Scent will draw the Fish to it; you must also have at the same Time a proper Bait on your Hook for such Fish as are in the Place you Angle.

The Artificial Cad, or Cad-Bait.

Make the Body of yellow Bees Wax, and Head of black Dubin and black Silk, or you may make the Body of yellow washed Leather, Shammy or Buff, and the Head all of black Silk, and this is an incomparable Bait for *TROUT*, *Salmon* or *Smelts*, and those that are natural, are most excellent Baits for *TROUT*, *GRAYLING*, *Salmons*, *TENCH*, *ROACH*, *CHUB*, *CARP*, *TENCH*, *RUFF*, *BREAM* and *BLEAK*; but then you must Fish with it in clear Water only.

Rules and Considerations about Baits in general.

Fish in general take all such Baits freely, as Nature that Season affords in or near the Places where you Angle; for being used to them, they are not afraid of them. *Deceit*, but take them as their common Bait; and for *Flies* in this Case, in a Morning or Evening, when you go to Angle, beat the Bushes about the River-Banks, and you will find them as you row about them.

with, either Natural or imitate them by Art; as also see what Worms or other Insects fit for Baits stick on the Leaves, Gras, or are in the Water; and in this Observation you cannot miss of good Sport; and when you have struck gently the back-way, draw a little, and be not too hasty to take up before the Fish has had her play, and spent her Strength, lest she break your Tackle. If your Fish be large, you must use your Landing Net.

To take Fish in the Night with a Light.

This is an admirable way to supply you with a sudden Dish, viz. Take a Glass in the Form of an Urn, very deep, put as much Clay in the bottom of it as will sink the Mouth of it within an Inch of the Water, floating on pieces of Cork, tied about the Neck to keep it steadily upright; then place a Candle in it by sticking it in the Clay-socket, anointing the outside of the Glass with Oil of Asper. This Light will shine a great way in a still Water, so that the Fish being amazed at so unusual a Sight, will come out of their Holes about it, and be detained with the Scent of the Oil so long, that with a Hoop-Net you may take a great Store of them.

Fishes proper for every Month.

For February, little red brown Palmer Flies, the plain Hackle, the Silver Hackle, the Gold Hackle, the great Dun, the great blue Dun, the dark brown.

For March, the little whirling Dun, the early bright Brown, the whitish Dun, the Thorn-tree Fly, the blue Dun, the little black Gnat, the little bright Brown.

For April, the small bright Brown, the little dun, the great whirling Dun, the Violet Fly, the yellow Dun, the Hairy-leg Fly.

For May the Dun continues, the Green-drake, the Stone, the small May-fly, the yellow May Fly, and all

the Gray-drake, the Camlet-fly, the Turkey-Fly, the yellow Palmer, the black Flat-fly, the light brown, the little Dun, the white Gnat, the Peacock-fly, the Owl-lady, the Cow-turd fly.

For *June*, from the first to the 24th the Green-drake and Stone-fly, the Owl-fly, the Barm-fly, the purple Hackle, the purple Gold-Hackle, the Flesh-fly, the little Flesh-fly, the Peacock-fly, the Ant-fly, the brown Gnat, the little black Gnat, the green Grasshopper, the Dun Grasshopper, the Brown Hackle.

For *July*, the Badger-fly, the Orange-fly, the little white Dun, the Wasp-fly, the Black Hackle, the Owl-fly, the black brown Dun.

For *August*, the late Ant-fly, the Fern-fly, the white Hackle, the Harry-long-legs.

For *September*, the Cammel brown Fly, the late Badger-fly.

For *October*, the same Flies that were used in *March*.

The best Time to Angle in.

1. If in the hot Months, cloudy Weather is best, when a small Gale stirs the Water.
2. When the Floods have carry'd away the Filth, that sudden Showers incumber'd the Water withal, and the River and Pond retains its usual Bounds, looking of a whitish Colour.
3. When a violent Shower has troubled or muddied the River, or a little before the Fish spawn, at what time they come into the sandy Ground to loosen their bellies.
4. After Rains, when the Rivers keep their Bounds, & rise and run swiftly, for then they seek Shelter in creeks and little Rivulets running into the River.
5. Fish for Carp and Tench early, that is, before sunrise, 'till Eight in the Morning, and from Four in the Afternoon 'till after Sun-set. In *March*, the beginning of *April*, and the latter End of *September*, and all *Winter*, when there are no great Frosts, the River

Fish bite in the warm of the Day, the Wind being still; but in Summer Months Morning and Evening best.

6. Fish rise best at the Fly after the Shower has muddled or clouded the Waters, and Fish with Flies in generally, *March, April, May*, and the beginning of *June*, is the best for Trout, you may Angle in clear Star-light Night, for they are then roving about for Prey; he bites best in muddy Water, and the best Time of Fishing for him is from 8 to 10 in the Morning, and from 3 'till 5 in the Afternoon.

7. The Salmon Fishery is best in *May, June, July*, and *August*, from three in the Afternoon 'till Sun-set, and in the Morning as before.

8. The Barble bites best early in the Morning, 'till Ten or Eleven in *May, June, July*, and the beginning of *August*.

9. The Perch and Ruff bites best all Day in cloudy Weather.

10. The Carp and Tench bite early and late in the still Parts of the River; *June, July, and August*, as likewise do the Chevin, whose chief Bait is white Snails and small Lampreys.

11. The Bream bites from Sun-rise 'till Nine or Ten in the Morning in muddy Water, especially the Wind blowing hard; for the most part keeping in the Middle of the Pond or River in *May, June, July*, and *August*.

12. Angle for the Pike in clear Water, when it is stirred by a gentle Gale in *July, August, September*, and *October*; and then he bites best about Three in the Afternoon; but all the Day in Winter, and in *April, May, and the Beginning of June*, early in the Morning, and late at Evening.

13. The Roach and Dace bite all the Day long, the Top of the Water at Flies Natural and Artificial, also at Grasshoppers, and all sorts of Worms, if the Water be shady.

14. The Gudgeon bites best in *April*, 'till she has pawn'd in *May*, or if the Weather be cold, 'till *Wasp-time*, and at the end of the Year all Day long, near a gentle Stream. Observe when you Angle for her stir and rake the Ground, and the Bait will be taken better.

15. The Flounder in *April* bites all Day, *May*, *June*, and *July*, especially in swift Streams, yet he will bite, tho' not so freely in a still Deep.

Of Fish Ponds.

Grounds most fit and proper to be cast into a Pond, are those which are Marshy or Boggy, or full of Springs, unfit for Grazing, or to be put to any profitable Use besides. Of these the last, full of Springs, will yield the best Water; that which is Marshy will breed Fish; and what is Boggy is best for a Defence against Thieves.

First draw by small Trenches all the Springs into one Place, and so drain the rest of the Ground; then mark out the Head of your Pond, and make it the highest part of the Ground in the Eye, tho' it be the west in a Level; cut the Trench of your Flood-gate, that when the Water is let out, it may have a swift fall; On each Side of which Trench drive in Stakes of Oak, Ash, or Elm, six Foot long, and six Inches square; place these in Rows near four Foot distance, broad and wide from the Flood-gate as you intend the Head of your Pond shall go; Dig it in as big and deep a Compass as the Ground will permit; throw your Earth among the said Stakes, and ram it down 'till you have cover'd the Stakes: Drive in as many new ones next the first Stakes, and ram more earth above them, with Stakes above Stakes 'till the said sides be of a convenient Height: Taking Care that the Inside of your Banks be smooth, even, hard and strong, that the Current of the Water may not carry off the Earth.

Having

Having thus digged Eight Foot deep, that may carry six Foot Water, pave the Bottom and Banks of the Pond with Sods of Plot-Grafs, laying them close together, pin them down with Stakes and Wings: This Graft is a great Feeder of Fish, and grows naturally under Water. Stake to the Bottom of the Side of the Pond Bawens and Brush-Wood Faggots into which the Fish may cast their Spawns. Lay Sods upon Sods to nourish and breed Eels.

The Pond being made, let in Water, and thus fill it; put Carp, Bream, and Tench by themselves; Pike, Pearch, Eel, and Tench (the Fish's Physician) by themselves; for Food of the greater Fishes, Store of Roach, Dace, Loach, and Minow; and last to one Melter put three Spawners, and in three Years the Increase will be great, and in five Years without difficulty be destroy'd.

In three Years Sow your Pond; which you must continue to do, for the Roach will increase in such abundance, that eating up the sweet Food, will make other Fish, as Carps, &c. be very lean: Therefore every Year view your Pond, and observe if any such appears, thin them.

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To make Carps grow large, &c.

About April, when your Pond is low, rake the sides where the Water is fallen with an Iron Rake, Hay-seeds there, rake it well; and at the End of Summer you shall have store of Grafts: In Winter Water will over-top the Grafts, and being Water enough for them, the Carps will resort to the sides, and feed briskly, and grow fat: Thus do every Summer, 'till you sue your Pond, and no River-Carp will surpass them.

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